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GAMEFAN

NEXT GENERATION GAME MAGAZINE

VOLUME 5 ISSUE 10



N64 EXCLUSIVE!
DIDDY KONG RACING!!

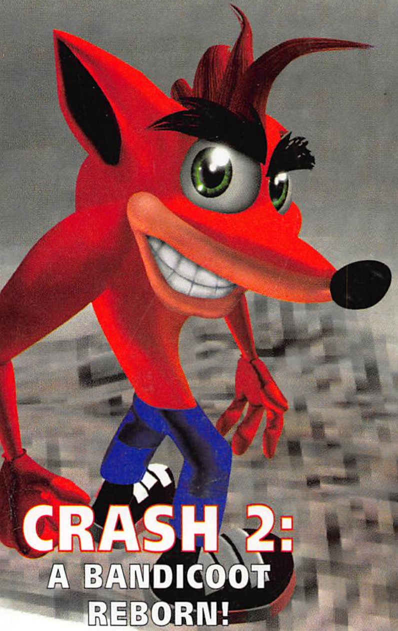
LATEST SHOTS:
ZELDA 64
F-ZERO 64
YOSHI'S STORY

SATURN EXCLUSIVE:
BURNING RANGERS!



TOMB RAIDER II

THE ADVENTURE CONTINUES!



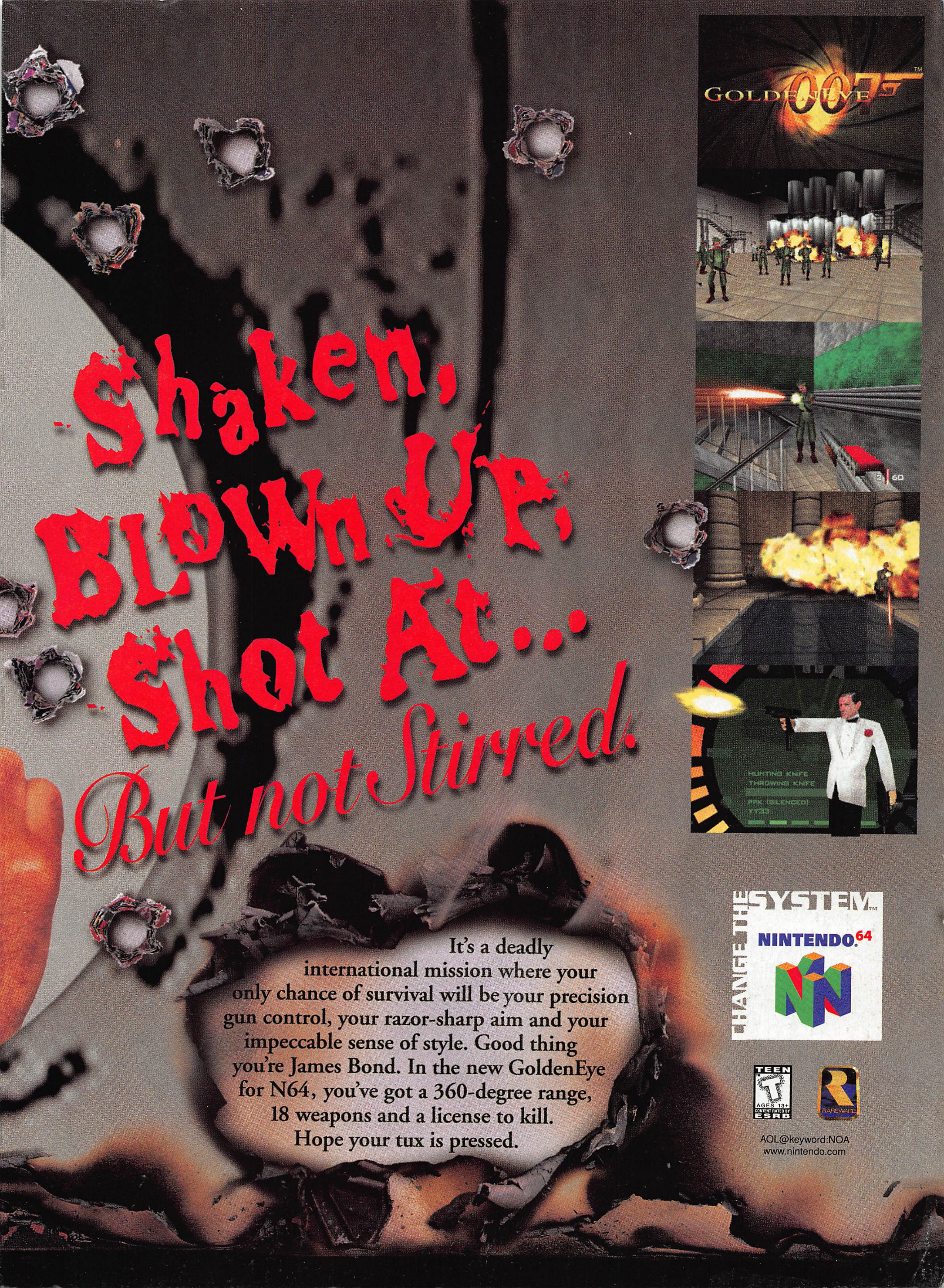
CRASH 2:
A BANDICOOT REBORN!

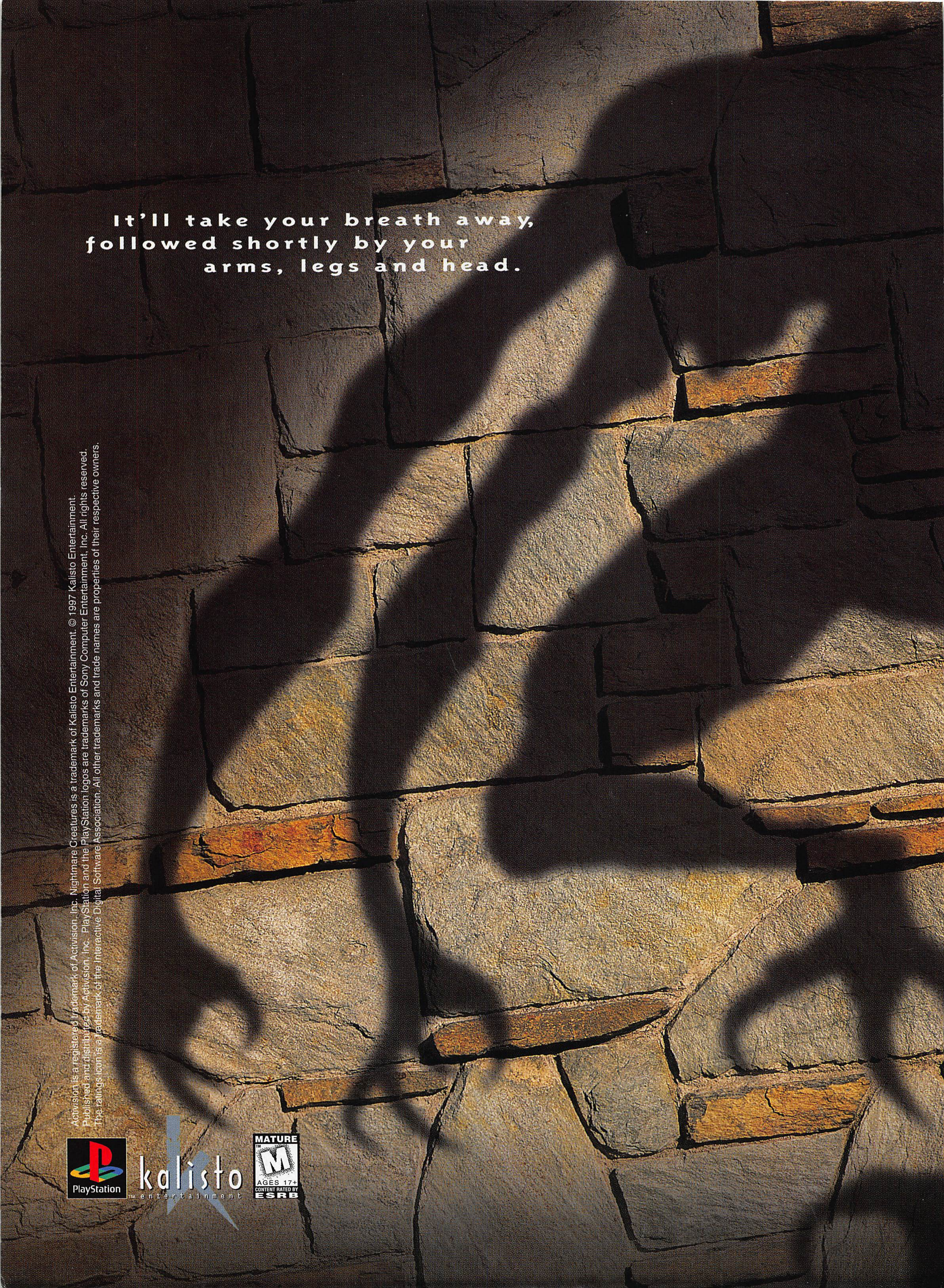
BEHIND THE SCENES AT LOBOTOMY
THE INSIDE SCOOP ON QUAKE AND POWERSLAVE 2!!

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Shaken,
Blown Up,
Shot At...
But not Stirred.
It's a deadly international mission where your only chance of survival will be your precision gun control, your razor-sharp aim and your impeccable sense of style. Good thing you're James Bond. In the new GoldenEye for N64, you've got a 360-degree range, 18 weapons and a license to kill. Hope your tux is pressed.
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TT33
CHANGE THE SYSTEM
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ISSN# 1092-7212

Question; Can Nintendo release one first-party game this November and sell over a million copies right out of the gate... more than any 2-5 PS or SS games combined... on cartridge? That's more than *FF7* is projected to sell nationwide in its entirety.

"I dig any company that can kick this much butt for this many years"

A forgotten format in Japan, US gamers obviously beg to differ as we alone have become the Nintendo nation, embracing the Nintendo 64 and the cartridge format to an astonishing degree. Recently, at the first annual Nintendo Gamers Summit, we had the pleasure of viewing the game Nintendo says will do just that, *Diddy Kong Racing*. That's right, the current cutting-edge CD system, loaded with high quality software, an exclusive deal with Square (the worlds richest game maker), and a low price tag can be simply put down by a cartridge system with no current hit RPG, no Action RPG, and no Capcom or Namco fighter. Yep. And it's been out half as long. This question I pose to you because recently it was asked of me. Is it quality over quantity? Or perhaps it's simply because Sony has not had sufficient time to invade the American psyche. Nintendo brought games back, ruled the 8-bit world; they control the portable gaming world, and fought a well publicized battle with Sega in the 16-bit wars. Sony just got here. But still I find this peculiar. What about *Crash 2*, *Tomb Raider 2*, and *Final Fantasy 7*? How is it that these deep exquisite games loaded with intrigue, drama, action and everything in between can be thwarted by furry little creatures in cute little vehicles dashing madly about to the zany goodness of cartridge tunes? Not to take anything away from *DKR*, it's amazing.

Personally, I love all 3 current consoles and couldn't live without any one. But here's the key. If I was 15 and I walked into the toy shop with Mom... you know what I'd be walking out with... a Nintendo 64. Little Jimmy is only getting 5-10 games a year, so Nintendo is right on target for him. On the other hand Nintendo grabs a huge helping of the enthusiast market as well by resurrecting the legendary softs we grew up with, like *Mario*, *F-Zero*, *StarFox*, *Metroid*, and *Zelda*. In Japan the entire gaming public seems enthusiast-based where in America much of the gaming public views it as one of many hobbies. That's my explanation, but I suppose only you really know the true answer.

I'll tell you one thing: Sony has begun to build what Nintendo did many years ago. *FF7* has had a major impact, selling in record numbers all over the country and *Crash 2*, well, it's something special. And Sega... well, I could tell you what Sega's got cookin', but then I'd have to move to China. Trust me, the fun's just starting. As for Nintendo, well, I dig my N64 and any company that can kick this much butt for this many years. I guess that about sums it up.

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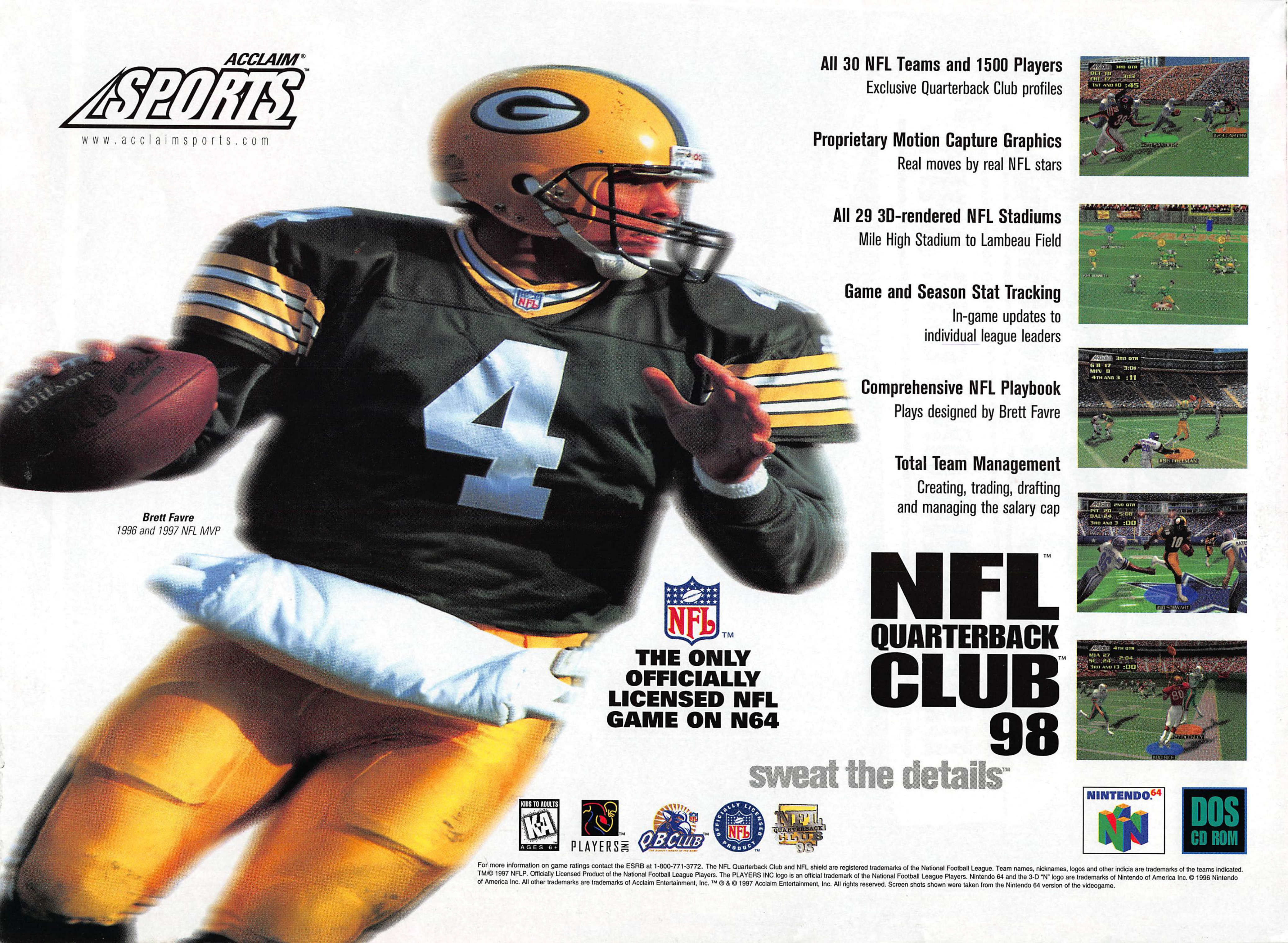
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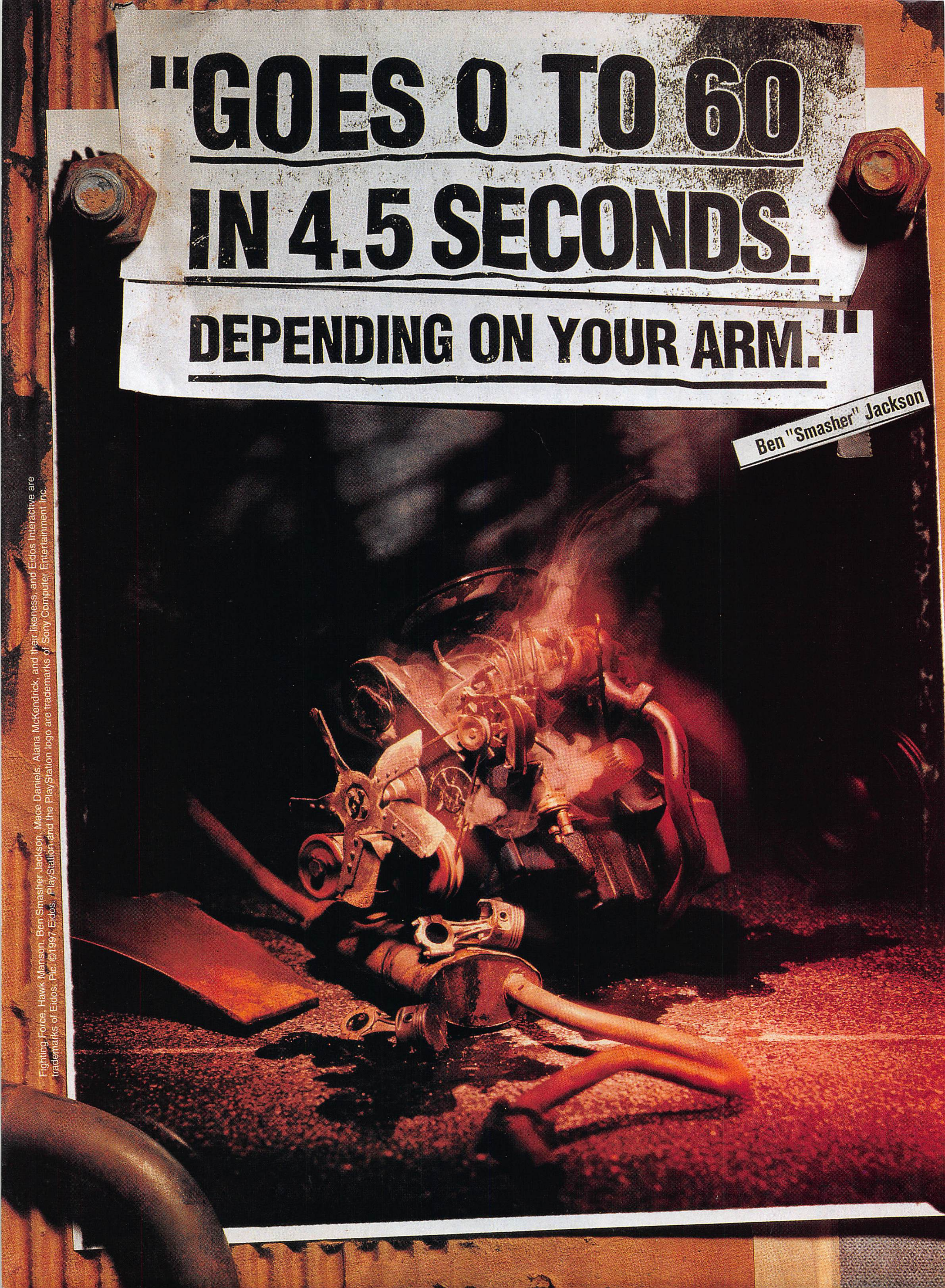
A METROPOLIS PUBLICATION

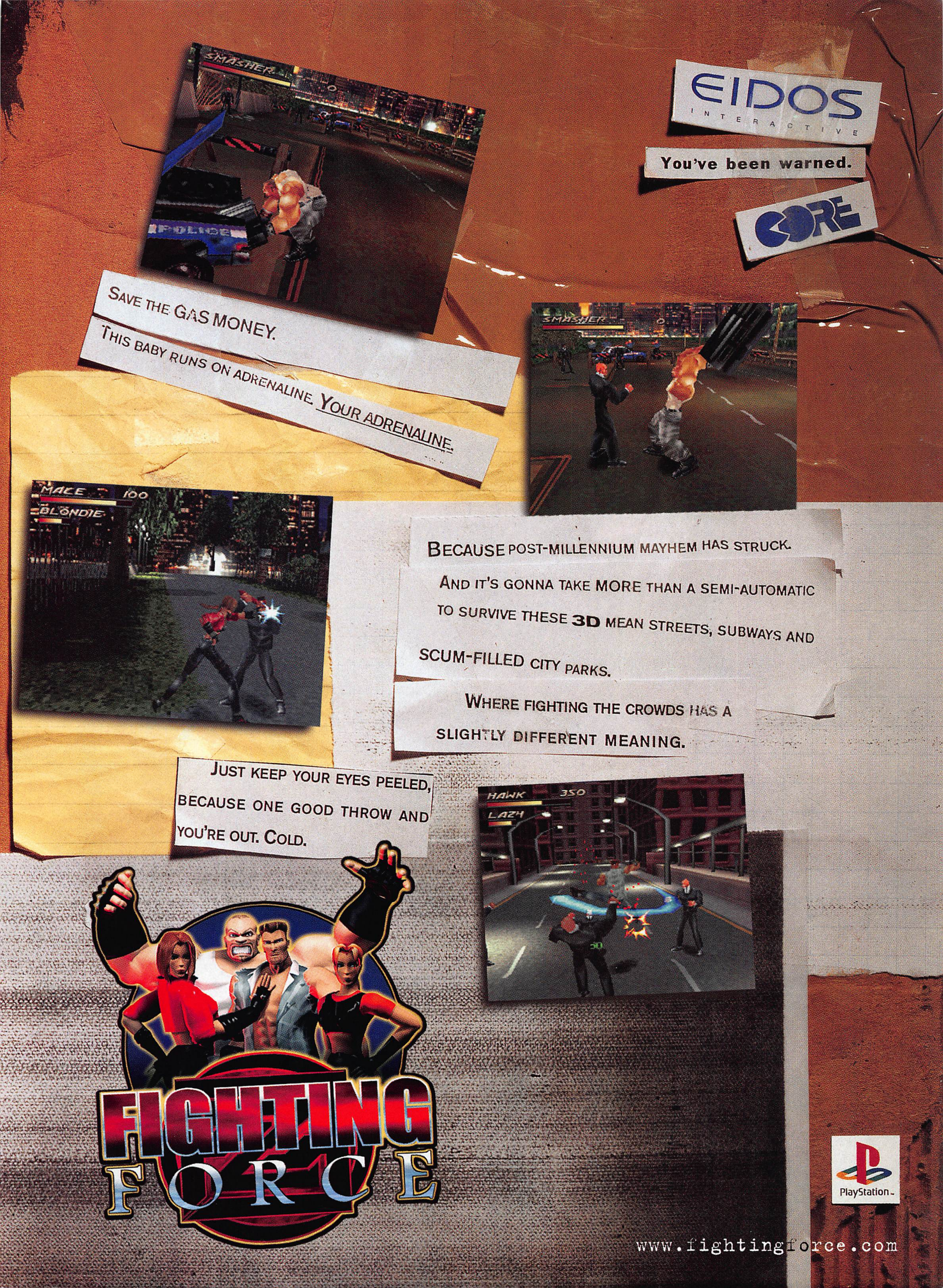
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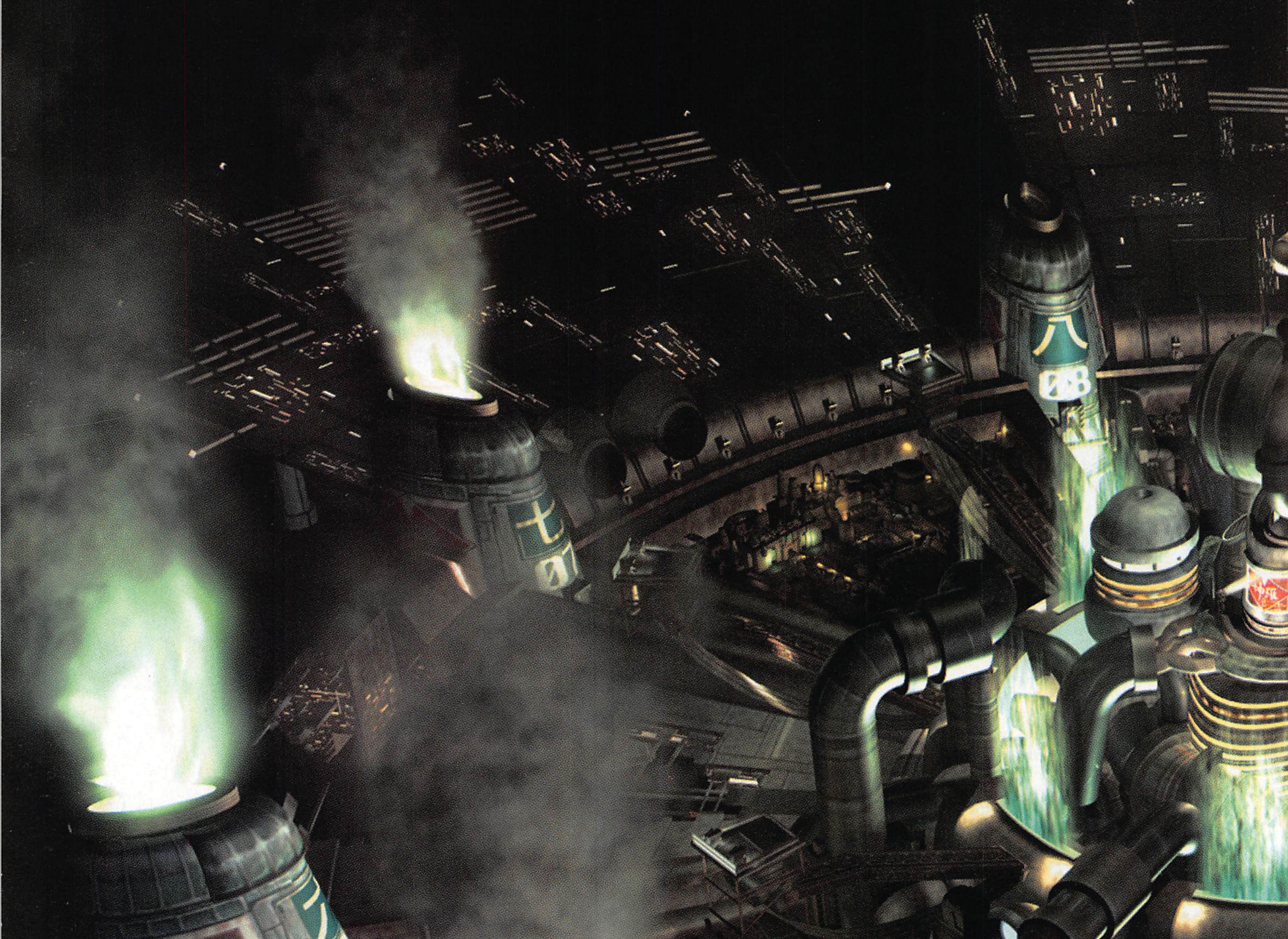



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IN 4.5 SECONDS.
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It's to a human what

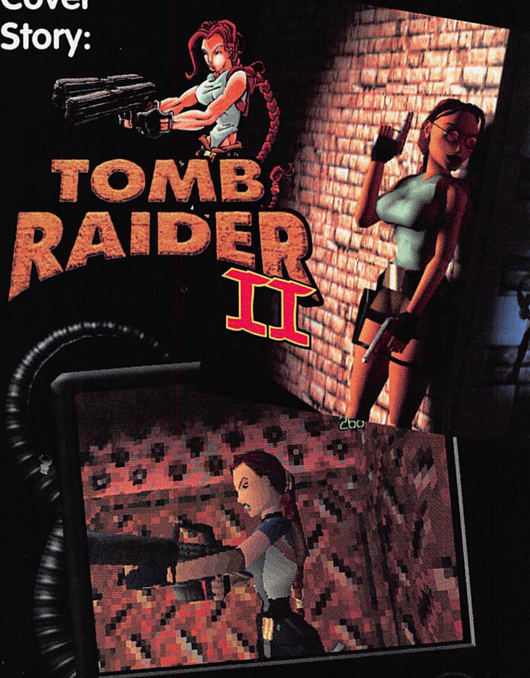


FINAL FANTASY VII

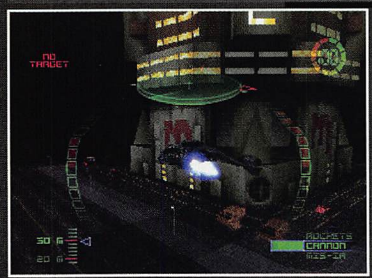

TEEN
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AGES 13+

Contents

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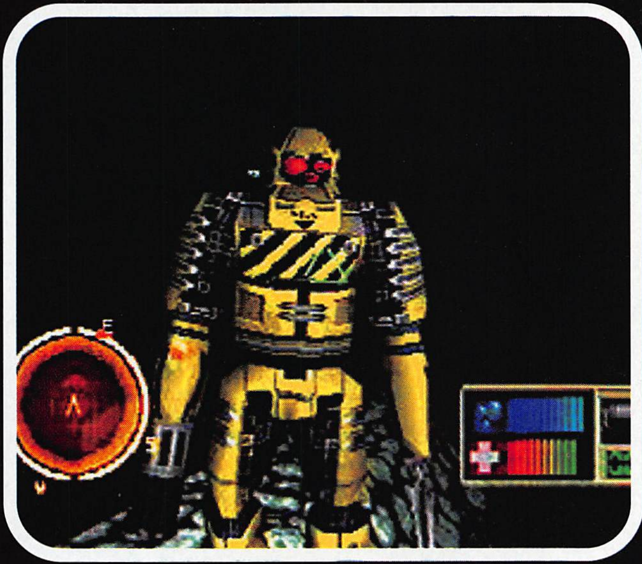
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MEET NAMIRA.
SHE'LL BREAK
YOUR HEART.
CRUSH YOUR BONES.
KICK YOU INTO
A LAVA PIT.
THEN SHE'LL SNEER
AT YOUR WEAPON.
(AND SHE'S ONE OF THE NICE ONES.)
It's Mace - The Dark Age.™ The most graphically stunning 3D fighting game to ever come home. In fact, *Next Generation* says, "Mace is well on its way to being the best 3-D fighting game for Nintendo 64™." There are 10 death-seeking adversaries, two devilishly difficult bosses and seven hidden characters. Each one with a deadly weapon or two and so many moves and combos that you'll need a high pain threshold just to watch. A word to the wise: if you're getting your face kicked in, we suggest you hit the 3-D Dodge Button -- it might just save your butt. Not to mention your life.
MACE
The Dark Age™
EVERYTHING'S A WEAPON.
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MIDWAY
NINTENDO64
PlayStation
MATURE
AGES 17+
CONTENT RATED BY
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BESIDES DANGER AND INTRIGUE, **TREASURES OF THE DEEP** OFFERS SOMETHING THAT'S BEEN LACKING IN ACTION/ADVENTURE GAMES.

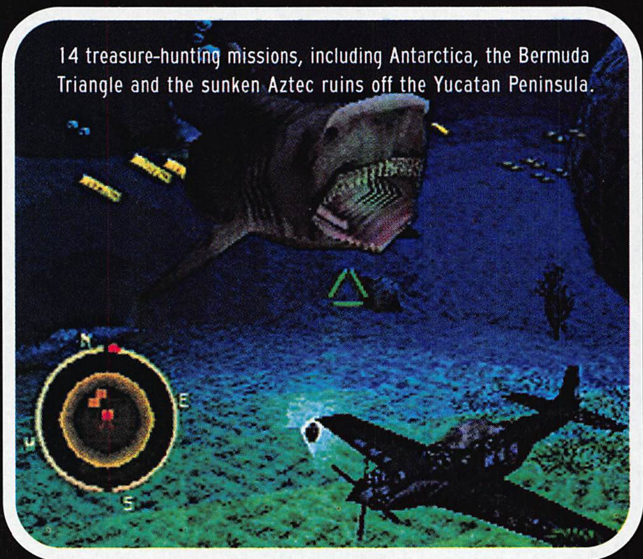


What's the missing ingredient from action and adventure games? Salt water. *Treasures of the Deep*™ places you in the role of Jack Runyan, ex-Navy Seal. Your global treasure trek whisks you from the shark-infested Great Barrier Reef to the foreboding abyss of the Mariana Trench. You'll utilize lethal high-tech weaponry and submersibles as you explore sunken ships, battle sea monsters and thwart terrorists. Grab your scuba gear. It's time to dive into danger.



Your underwater hardware is 100% high-tech: robotic vehicles, homing torpedoes and heat seeking mines are all at your disposal.

ACTION AND



14 treasure-hunting missions, including Antarctica, the Bermuda Triangle and the sunken Aztec ruins off the Yucatan Peninsula.



Blow up enemy subs, battle stealthy frogmen assassins and spear voracious sharks before they snack on your snorkel.


The most striking 3-D world in all of game-dom. Beautiful sea creatures propel themselves with polygon perfection.
Pilot 8 state-of-the-art submersibles. Amass your fortune and trade up from a USN RV-1 mini-sub to a deadly Viper attack sub.
ADVENTURE.
Explore mysterious wrecks, retrieve a lost satellite, defuse a nuclear warhead, then treat yourself to some alligator shoes.
TREASURES OF THE DEEP
THIS TIME, YOU'RE IN OVER YOUR HEAD.
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Top 10 Most Wanted

FOR THE WEEK ENDING 7/30/97



READERS' TOP TEN

1. *Mario Kart 64* - N64
2. *Resident Evil* - PS
3. *Tomb Raider* - PS
4. *Star Fox 64* - N64
5. *Tekken 3* - Arcade
6. *Wild Arms* - PS
7. *Shining Holy Ark* - Saturn
8. *Jet Moto* - PS
9. *Vandal Hearts* - PS
10. *Mario 64* - N64

1 Mario Kart 64
READERS' TOP TEN **N64**

READERS' MOST WANTED

1. *Final Fantasy VII* - PS
2. *Zelda 64* - N64
3. *Resident Evil 2* - PS
4. *Tomb Raider 2* - PS
5. *Metal Gear Solid* - PS



6. *Castlevania SOTN* -
7. *Jet Moto 2* - PS
8. *Goldeneye* - N64
9. *Grandia* - Saturn
10. *Clock Tower* - PS

GAMEFAN EDITOR'S TOP TEN



1. *Final Fantasy VII* - PS
2. *Silhouette Mirage* - Saturn
3. *Crash 2* - PS
4. *Klonoa of the Wind* - PS
5. *Mischief Makers* - N64
6. *Goemon 64* - N64
7. *Castlevania:SOTN* - PS
8. *MegaMan Neo* - PS
9. *Street Fighter EX Plus α* - PS
10. *Extreme G* - N64



1. *Final Fantasy VII* - PS
2. *Marvel Super Heroes* - PS
3. *Goldeneye* - N64
4. *Point Blank* - PS
5. *Nightmare Creatures* - PS
6. *Bio Hazard 2 (demo)* - PS
7. *Clock Tower* - PS
8. *Sega Ages* - Saturn
9. *Croc* - PS
10. *MegaMan X4* - PS



1. *Final Fantasy Tactics* - PS
2. *Final Fantasy VII* - PS
3. *Virus* - Saturn
4. *Castlevania: SOTN*- PS
5. *Klonoa of the Wind* - PS
6. *Langrisser IV* - Saturn
7. *Kowloon's Gate* - PS
8. *Alundra* - PS
9. *Star Ocean* - Super Famicom
10. *Policenauts* - Saturn



1. *Bio Hazard 2 (demo)* - PS
2. *SFIII 2nd Impact* - Arcade
3. *Samurai Spirits RPG* - Neo•CD
4. *Klonoa of the Wind* - PS
5. *Gradius Gaiden* - PS
6. *Rockman Dash* - PS
7. *Evangelion: Kotetsu no Girlfriend* - PC
8. *Pocket Fighter* - PS
9. *Final Fantasy VII International* - PS
10. *Street Fighter Collection* - SS



1. *Final Fantasy VII*- PS
2. *Abe's Oddysee* - PS
3. *Grandia Demo* - Saturn
4. *Tomb Raider 2* - PS
5. *Crash 2* - PS
6. *Silhouette Mirage* - Saturn
7. *Mischief Makers* - N64
8. *Street Fighter EX Plus α* - PS
9. *Time Crisis* - PS
10. *Quake* - Saturn



1. *Final Fantasy VII* - PS
2. *Goldeneye* - N64
3. *Goemon 64* - N64
4. *MegaMan X4* - Saturn
5. *Gun Bullet* - PS
6. *Formula One CE* - PS
7. *Street Fighter EX Plus α* - PS
8. *Tetrisphere* - N64
9. *Last Bronx* - Saturn
10. *Katochan Kenchan* - PCE.

DEVELOPER'S TOP TEN

This Month's Guest:
Ezra Dreisbach (Lobotomy Software)
Insanely Talented Programmer

1. *Mario 64* - N64
2. *Netrek* - Unix/X- Windows Freeware
3. *Ultima V* - C-64
4. *Pirates!* - C-64
5. *Waverace 64* - N64
6. *F-19 Stealth Fighter* - PC
7. *System Shock* - PC
8. *MAME* - PC Freeware
9. *Space Taxi* - C-64
10. *Corncob 3D* - PC Shareware



WIN

THE GAME SYSTEM OF YOUR CHOICE! ENTER TODAY!

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to: GAMEFAN TOP TEN, 5137 Clareton Dr., Suite 210 Agoura Hills, CA 91301

First Prize: Pocket GameBoy

Second Prize: Your choice of one of the Picks of the Month in Viewpoint.

Third Prize: A FREE year of GameFan! The best magazine in the universe!

Congratulations to last month's winners:

First Prize:	Second Prize:	Third Prize:
Anthony Ramirez, Chicago, IL	Ryan Lee, Boling Brook, IL	Anton Cunningham, Maplewood, NJ

Drawing is limited to One (1) entry per person per month. Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page. For a complete list of rules and regulations write: GameFan Top Ten with self addressed & stamped envelope.

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HIS ENEMIES SEE A



Help Croc, the crusading crocodile rescue his peace-loving Gobbo Islander friends from the grasp of an evil magician, Baron Dante. Croc must overcome obstacles like lava flows and castle trap doors to battle monsters including swarming sharks to giant bees. Each island world brings a new adventure to Croc, as he hunts for powerful crystals and the pieces to the puzzle that will release his friends from the Baron's spell.



- Free roaming 3D gameplay lets you go anywhere as you run, jump, climb, push, swim and jelly jump!
- Breathtakingly lush graphics in over 50 amazing environments including forests, glaciers, deserts, lava flows and underwater caves.





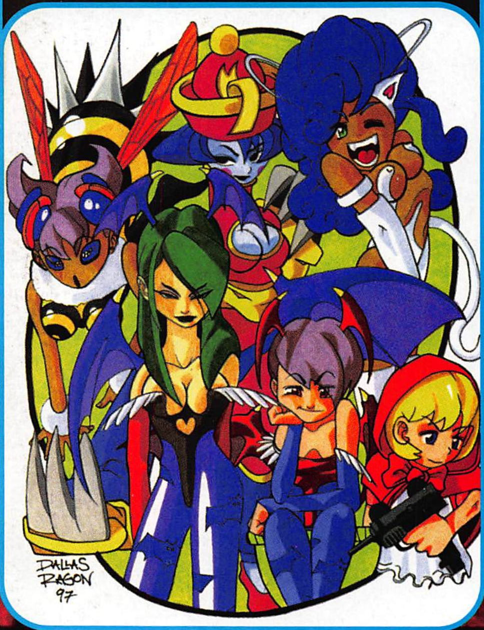


WOLFINGER'S WALL

It's BACK!

And so am I! Welcome to the return of *THE WALL!* Once again the call goes out you perspiring artists everywhere. So send in your latest creation and maybe, just mayl display it here for all the world (well, a bunch of people) to see. This time around we' out cool anime and game based wall scrolls (hey, art for art!) to the top 2 works a f month. So there it is. Have at it then.

Dallas Ragon's latest work of art depicts his love for SD Capcom characters which he's managed to er, mold, shall we say, explicitly. Here kitty, kitty... Wall scroll number 2!



...And the Winners are...

Even though he's matured the entire cast, "Tommy," boyfriend of Mindy Mendez, New York, NY. shows awesome technique and much skill with his own depiction of FF7.





More FF7 from the infamous Marian Churchland of Vancouver, Canada. Marian's latest installment of "Silk" looks great. We'll print more work by this inspired "dudette" next month.

Luis Erausquin also has FF7 on his mind... (Who doesn't? Nice and moody, keep up the good work Lui!

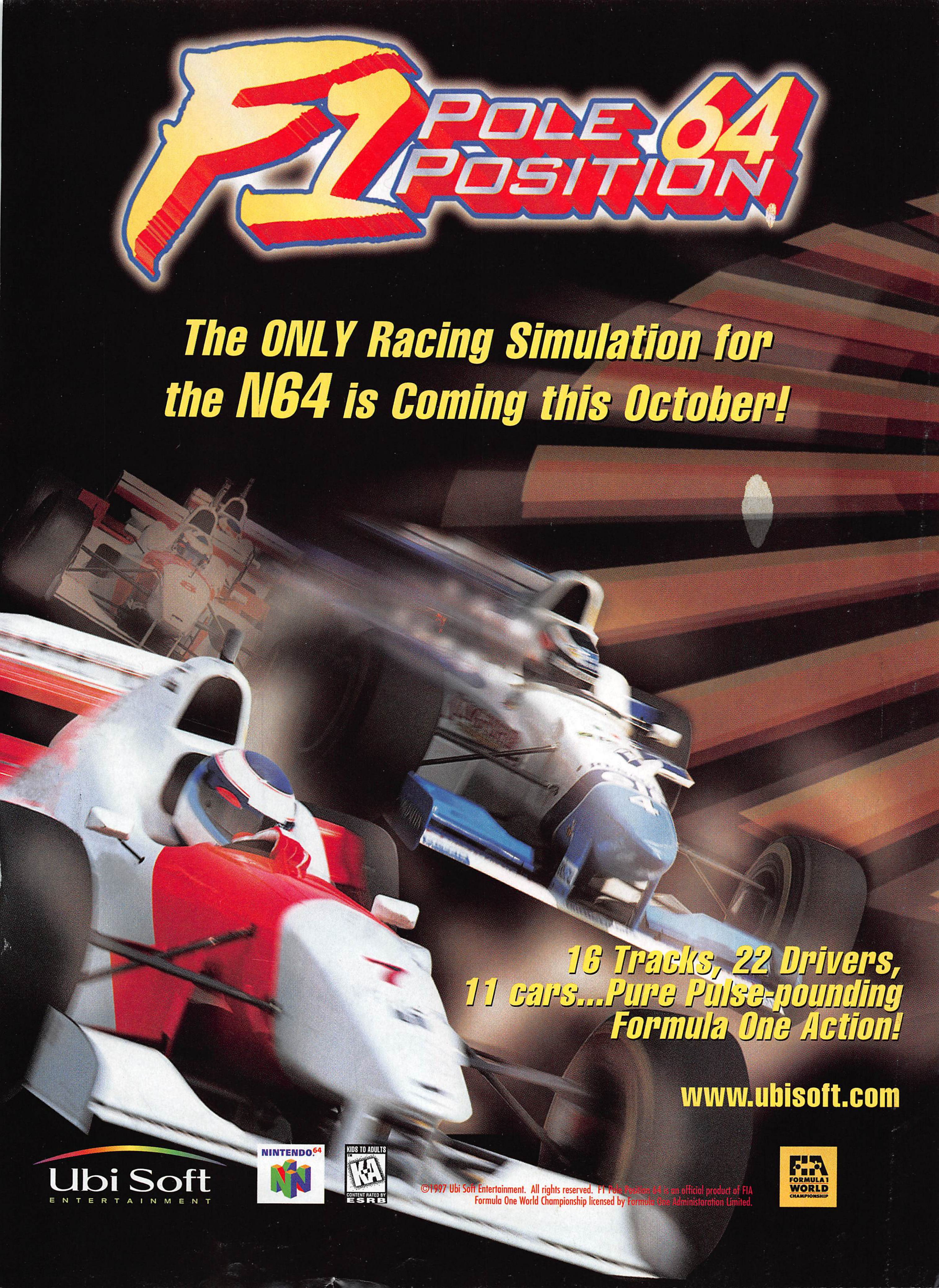




Looks like Spawn is pretty pissed off about something! Luis Erausquin, Alexandria, VA, knows what VG Mag to buy. That's right baby! RESPECT!



Dallas has a fan in Jordan Cook, Liberty, MS. Very cool. Definitely a manga fan!



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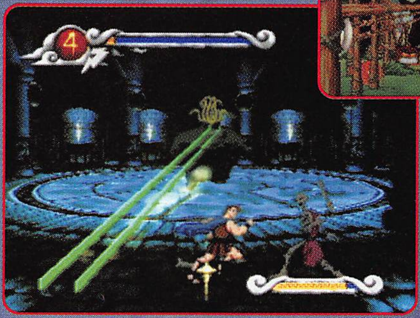
Do the hero thing.

Disney's HERCULES
Action Game

Zeus has answered your prayers. And now, it's time to take your place among the gods in this hot new PlayStation™ game console adventure. Explore three worlds of 3-D gameplay right out of Disney's Hercules movie–with the original character voices, sound effects and music. Mangle monsters like Hydra and the Cyclops. Terminate the Titans. Save Thebes from a hostile takeover. Hey, this game can make you immortal!



Survive the Hero Training Gauntlet.



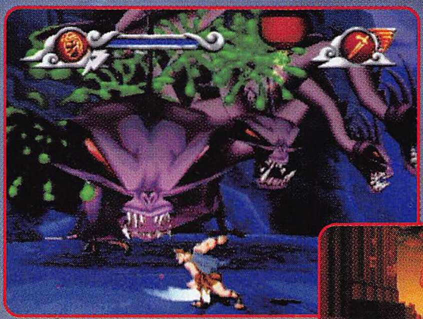
Watch out for snake-headed Medusa and her flaming Venom Spit.



Real-time 3-D landscapes and special effects are cool when you're protecting Mt. Olympus from a fire-breathing Titan attack.



Defeat your enemies with your Power Sword.



Slay multiple heads as you face the vicious Hydra.



Think fast or the Cyclops will get you.

Includes special five-color disc.



Disney Interactive

PlayStation™

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VIEWPOINT

Legend
Graphics
Control
Play mechanics
Music
Originality





CASTLEVANIA: SOTN
GAME OF THE MONTH!



Bushido Blade
PlayStation
SquareSoft
Fighting

I'm a big fan of this game. I've enjoyed hours and hours of epic 2-player battles with talented friends, and spent more than my fair share of time testing the ninjas in Slash mode. Admittedly the Story mode is a little short, but then again, it's still a fighting game so what can I expect? The bulk of excitement in *Bushido Blade* lies in its novelty: 3D go anywhere fighting, and gosh golly jeez, it's cool. The truly hard-core will spend more time at sword's length, however, parrying and clashing in countless wonderful ways. Definitely another SquareSoft winner.

G 9 · C 9 · P 8 · M 9 · O 10 — **90**

I can just imagine a group of young programmers sitting around the table a few years ago, eating pastries and discussing everything that pisses them off about "standard" fighting games. "Yeah!", they'd say, "Screw life bars, small playing areas, and fireballs!" So they got together and formed "LightWeight" to go against the Man. Of course, the Man ended up being Square, who quickly bought them. Well, they still made that crazy fighting game based on "realism" of all things, which actually turned out to be quite excellent. *Bushido Blade* isn't for everyone though, die-hard standard fighting fans may find its unique features repulsive (Wha-? One hit and I'm dead?), but those who are looking for something fresh might find this a great purchase.

G 8 · C 8 · P 8 · M 8 · O 10 — **89**

While I must give props to Sony for bringing this to the US, I must also ask why this, instead of *Tobal 2*?! The experimental feel and unique take on the fighting scene is different, but it just doesn't come together like it could have. And while I can appreciate the 'simulation' aspect, the one hit deaths need to go away...far away. The game is decent and isn't half bad in 2-player mode, but I can't help but think this should have been saved for more powerful hardware.

G 7 · C 7 · P 6 · M 8 · O 10 — **70**



Castlevania: SOTN
PlayStation
Konami
Action

What can I say... majestic, legendary, overdue, epic. *Castlevania* is all of these. I will never forget this game for two reasons. Number one, it reawakened the genre, opening people's eyes to the power of 2D and hand drawn art, and two, it provided me with many, many hours of gameplay that reminded me of why I pursued gaming in the first place. And as for the music, well, it is perfection.

G 10 · C 10 · P 10 · M 10 · O 9 — **99**

Yes. This is gaming, baby, don't forget it. Wondering why I didn't give it a perfect 100? The voice. Much if it, especially Richter's voice, is pathetic and practically unlistenable. But that, compared with the sheer mastery of this title, is meaningless. Games of this caliber come about once a year, if we're lucky. Symphony is bittersweet, however, as it may be the final hand-drawn *Castlevania*. What more can be said? If you don't buy this, you're just not a gamer.

G 10 · C 10 · P 10 · M 10 · O 8 — **99**

So the PlayStation can't do 2D, huh? Konami begs to differ. *Castlevania: SOTN* is an epic quest, a gothic odyssey that mixes old school 2D gameplay with some of the most beautiful art and effects ever witnessed in a videogame. *SOTN* stays true to spirit of *Castlevania* while introducing a brace of new game features and a whole new *Super Metroid* style level structure. Add to that an engrossing storyline, perfect control, and a soundtrack that WILL break you. *SOTN* is an instant purchase. For everyone. Everywhere.

G 10 · C 10 · P 9 · M 10 · O 9 — **96**



ClockTower
PlayStation
ASCII
Adventure

What we have here, ladies and gents, is a cool *Resident Evil* style-clone without guns. It's a great tale of suspense, terror and a rather large pair of shiny scissors. The atmosphere really builds up, and you'll be certain to fill your trousers at least a few times. The longevity of the game is aided by ten possible endings, and it will take plenty of time to complete all the different routes. *Clock Tower* proves a point very well. The point being that it is possible to create a genuinely scary game that will probably give you a nasty cold sweat when you play it in the dark... alone...

G 8 · C 7 · P 8 · M 7 · O 7 — **80**

You've got to love a game in which a freaky ass hunched over man chases after you (slowly) with a gigantic pair of hair snippers. This is a funky game, *Clock Tower*, and for something with a point and click interface, it actually plays sort of alright. The real time graphics are more than passable in this day and age but it's the bizarre and scary nature of the adventure that holds all the appeal in this game. And by gummy, you might even poop in your drawers a couple of times when the scary scissorman jumps out at you when you least expect it. That's a recommendation in my book!

G 7 · C 7 · P 7 · M 7 · O 8 — **79**

First things first: This game's way too short. A couple of hours later and boom, man, you're all done. Of course you can do this several times, courtesy of multiple endings, but that still doesn't make for an altogether fulfilling game. And I'm only saying that because of the type of game *Clock Tower* is: A 3D adventure. A great, atmospheric, scary 3D adventure game, mind you, no matter how short. The feeling of fear and suspense is unmatched as the crazed Scissorman stalks you, and the spooky environs and smooth engine help to dish out scabs of terrifying mood.

G 7 · C 7 · P 8 · M 8 · O 9 — **83**



Croc
PlayStation
Fox
Action

Argonaut's finally made a platformer, and they've done an amazing job. Though most of *Croc's* environments are small, the textures are amazingly sharp and the gameplay never lets up. A steadily progressing difficulty level and a truly lovable character mix with superb boss encounters, great playability and a wonderful soundtrack. The game's plenty long, loaded with secrets and features a constant stream of new terrain. I smell a sequel!

G 9 · C 8 · P 8 · M 9 · O 8 — **90**

Croc, the character, is very cool. *Croc*, the game, is also very cool. I was worried that it would be too short, or have camera issues, or worse yet, control poorly, but no. We have ourselves an excellent little 3D platformer here. Not to be taken as seriously as *Crash 2* (a veritable masterpiece in progress), *Croc* is highly playable, ultra-polished, yet pleasantly lacking the "attitude" of other mascots. With big, well-constructed levels, an excellent engine, and mostly fantastic jingly-jangly platforming tunes, I'd recommend *Croc* to any and all 3D platforming fans. Amazing analog control too!

G 10 · C 10 · P 10 · M 10 · O 10 — **86**

Croc is a cracking game. Pure and simple. Get an analog pad and you're laughing. The gameplay is great, and with visuals like these, only those people with bad eyes, and no taste will complain. There are stacks of different levels with cool baddies to kill, tons of bonuses and furry little Gobbos to rescue. The bosses are a little easy to defeat, but believe me, the end of game dude is rock hard. Sure, it borrows ideas from *Crash* and *Mario64*, but it has enough tricks of its own to make it different. Get it now...

G 9 · C 8 · P 8 · M 7 · O 7 — **85**



G-Police
PlayStation
Psygnosis
Shooting

G-Police takes everything I like about mission-based shooting and combines it with a quest I actually want to take. The interaction in this *Blade Runner*-esque adventure is key, bringing you into the game completely—and the missions themselves are by far the most creative and intellectual I've seen in a long time. The control is somewhat complex and I wish you could see a little further but both are hardly worth mentioning. Great game.

G 8 · C 7 · P 9 · M 8 · O 9 — **85**

This is a solid, innovative shooter. I love the controls, especially the up/down hovering commands, and the selection of views is all-encompassing. *G-Police* is mission-based, which can sometimes spell trouble for shooters, but don't worry! These missions are fast and peppered with activity. Spiced up by new situations like urgent messages, random (it would seem) attack warnings, and general cop demands, like scanning the bad guys for hostile intent, I'm interested. The engine is efficient too, using considerable (but not distracting) clipping fade-in to preserve the fps, and the ship models–especially true for your vessel–are spectacular.

G 8 · C 8 · P 8 · M 7 · O 7 — **84**

A helicopter flight sim set in a futuristic *Blade Runner*-style city? I like it! *G-Police* is a cool concept well executed. It looks good, sounds good, plays well and gives you the opportunity to blow seven shades of hell out of innocent civilians going about their daily business. And that's got to count for something, right? The various mission objectives are varied and interesting, while the use of ground forces adds a strategic element to the combat.

G 8 · C 8 · P 8 · M 8 · O 8 — **83**



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Ghost in the Shell
PlayStation
T•HQ
Shooting



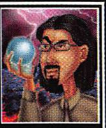
Finally, another anime based game worthy of its name. The last being *Rayearth*. I've waited too long. Besides ultra-hot anime intros and cinemas, *Ghost* is a thoroughly enjoyable game with excellent control, great level design and a dose of originality in the gameplay dept. that elevates it to a level above the average corridor shooter. The game is also flawlessly produced. It's a little short and a touch repetitive but overall, I highly recommend.

G	C	P	M	O	Overall
8	7	9	7	9	88



In America, games based on movies usually suck. In Japan, games based on animes usually suck. Which is why I had low expectations for *GITS*. Boy was I ever wrong. I guess I should have more faith in Exact. *GITS* is a 3D blaster with a twist—literally. The ability to scale walls and ceilings like a spider adds a new dimension to the action and sets *GITS* apart from other genre entries. The graphics are smooth and solid, control is tight and the sound is appropriate. It's just a bit short for my liking.

G	C	P	M	O	Overall
9	9	8	8	9	88



After being suitably dumbfounded by the quality of the anime intro, I was pleasantly surprised to find an immensely playable and polished game. From the makers of *Jumping Flash* (Exact), *GITS* lineage is fairly obvious. But what they've done instead of letting you jump to insane heights is even cooler- they allow you crawl around on EVERY surface. This includes walls, ceilings, literally anything, anywhere. Add to this super cool play mechanic a fast and smooth engine with liberal doses of shooting action and you've got yourself one very fine licensed game.

G	C	P	M	O	Overall
8	8	8	7	9	86

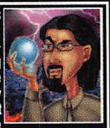


Lost World
PlayStation
EA
Action



I am torn apart by *Lost World*. On the one hand you have the good points: a great concept, excellent graphics, a fantastic soundtrack (better than the movie's—fact!). On the other hand you have the bad points: frustrating gameplay, poor level design, and some of the most severe control problems I have ever experienced in a platform game. I can appreciate how much effort DreamWorks has put into *Lost World* (it looks great), but with these flaws I'm afraid it's just the kind of game that gives movie licenses a bad name...

G	C	P	M	O	Overall
8	4	5	10	7	60



Oh Lordy me. What happened? This was shaping up to be a really nice looking, decent playing movie license. In its finished form, however, it has ended up being a really nice looking, horribly playing movie license. In all the revs that we were privy to, we always assumed that the somewhat sloppy feeling collision and control were typical maladies of pre-release versions. Alas, we were literally dumbfounded when we discovered that we could barely make it past the diplodicus bit because of the maddening, pad-throwing control. Honestly, a lot of kids are gonna buy this game (or bought, rather) because of the name. DreamWorks certainly has some talented artists, they just need someone who knows a thing or two about fun gameplay.

G	C	P	M	O	Overall
8	4	4	9	6	60



How terribly sad I am! *Lost World* is not a good game. Sure sure, it looks really nice. Hell, Dreamworks has a beautiful, dare I say *seamless* engine at work here. Unfortunately it seems as though gameplay is not their forte, not this time around anyway. *Lost World* just plays poorly. The jumping control is alright, but I despise combat. Not only is the action sluggish during these dino/human melees, it's also plagued by some of the most ridiculous collision around. And the level design, hidden beneath those striking visuals, is uninspired and often sloppy. Mmn...the T-Rex *is* cool, though. Whoopee.

G	C	P	M	O	Overall
9	6	3	8	6	56

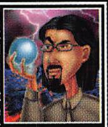


Nuclear Strike
PlayStation
EA
Shooting



I have always rated the 'Strike' games very highly. They provided our 16-bit cousins with many excellent titles. *Nuclear Strike* is no exception. In fact, it's the best in the series so far! Those lovely people at Electronic Arts have made the definitive *Strike* game. From the awesome FMV sequences, the hardcore graphics, animation and textures, to the realistic audio effects and sound tracks, *Nuclear Strike* will keep you glued to spot for hours. If you like your dictators 'well done,' then rush out immediately, climb into your large chopper, and start sending those tiny scumbags back to hell. It's all in days work for the Guvnor...

G	C	P	M	O	Overall
9	8	8	9	8	89



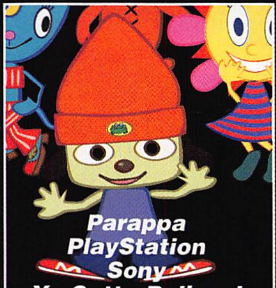
Nuclear Strike is what every good sequel needs to be and rarely is, better than the first in almost every way. From the upgraded engine to the new missions and the high number of player vehicles to command, *Nuclear Strike* trounces all other *Strikes* that have come before. The terrain maps are some of the best ever and lend an almost photo-realistic quality to the backdrops. The new, more action-oriented missions are a blast as you protect trains, blow up radar installations, extract troops, and even take to the seas in a whole slew of fun and challenging missions. And once again, the numerous bits of FMV are incredibly well done, lending a perfect, sort of new wave military feeling to the whole affair. For fans of previous *Strikes*, this one's a no-brainer.

G	C	P	M	O	Overall
8	8	8	7	7	88



Wow, give this series another sequel and what happens? Perfection gets closer and closer. The first sign of brilliance? Those incredible texture maps. Just like *Soviet*, the textures in *NS* are actual military satellite photos, and they're stunning. Also, the 3D engine pushes a ton of polygons, right down to the smallest vehicles, and maintains a fairly steady frame rate. Best of all (and this is 'cause I play my games more than I look at 'em), *Nuclear Strike* has an amazing 'active battlefield' system whereby the entire battlefield, whether it be a militia force or a lowly grunt, is ALWAYS on the move. It's exciting, involving. Finally, a cool running story fuels the intense action from start to end.

G	C	P	M	O	Overall
9	8	8	3	8	85



Parappa
PlayStation
Sony
Ya Gotta Believe!



This has got to be one of coolest concepts for a game in a long, long time. Who the hell thought of this??? *Parappa* is simply brilliant! From the weird 2D paper-like characters to the awesome funky tunes, this strange little game deserves to sell a billion copies. I bow down to Sony's expert judgement, and lick the boots of the dude who came up with this mad idea. Everyone who owns a PlayStation needs to own *Parappa* (if only for the outrageous rasta frog!). Although it doesn't take long to complete, it will be ages before you can finish the game and obtain 'cool' raps for each stage. Damn.. ya gotta appreciate the vibe!!!

G	C	P	M	O	Overall
8	7	8	9	10	90



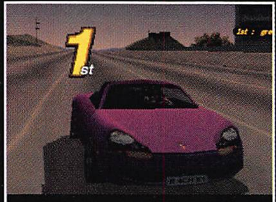
Okay, you want a game where you rap with 2D frogs, beetles and moose creatures? A level where you're rapping to avoid soiling your pantaloons? A soundtrack with lyrics that are so cryptic they make no sense? Awesome cutscenes that'll have you in amused bemusement? Of course you do!! *Parappa the Rapper* is a masterpiece and a thoroughly enjoyable (not to mention mind-altering) experience, and quite simply, the best 2D cartoon rap simulation I've ever seen!! Instantly lovable characters combine with catchy tunes to make sure anyone who plays this title is thoroughly entertained. A little short, but well worth buying.

G	C	P	M	O	Overall
9	9	n/a	10	10	95



Perhaps one of the coolest ideas for a novelty videogame EVER. *Parappa* may not be heavy on gameplay, but the catchy tunes, surreal humor and enduring visuals will bring you back time and time again. *Parappa* is universally cool—no matter where you're from, and what kind of music you like, you can't help but get caught up in this dog's funky paper thin world. I can't tell you how much respect I have for Sony for releasing this over here. You gotta believe!

G	C	P	M	O	Overall
8	n/a	7	10	10	89



Porsche Challenge
PlayStation
Sony
Racing



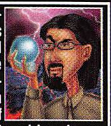
A finely crafted Euro racer indeed! Graphically, *Porsche* will knock your knickers off and the interaction between drivers is to cool. While the amount of tracks is nothing staggering, the amount to which they open up is and the analog control is excellent. The music is right on the money as well. It's like hangin out with a Porsche-ified brat pack really, cruisin' around like rich kids with money to burn and great insurance!

G	C	P	M	O	Overall
9	8	6	7	7	82



Looks like Hambleton's on racing detail this month! And it's just as well, because I've got to get my grubby and tobacco-stained paws on some pretty sweet driving titles, not least of which is the polished *Porsche Challenge*. Sony Europe has out-done themselves in creating a great game engine, superb models of the Boxster and actual polygon people to drive them! There's loads of track-side detail, various courses to wind through and much fun to be had wrenching your vehicle into a tight bend... just like a test drive but without an annoying suited gentlemen breathing down your right ear. More cars (where's my 911?!) would have been nice, as the lack of different vehicles detracts from an otherwise great license.

G	C	P	M	O	Overall
9	9	8	9	7	92



Sony Europe comes through with a winner in *Porsche Challenge*. Finally, us commoners who can't afford a real Porsche Boxster can at least race one around some virtual tracks. The graphics are just awesome with a smooth frame rate, solid models, and some of the best light sourcing I've yet encountered in a home racer. The two player split screen mode is unfortunately a bit lacking as you are forced to play the in-car view, something not too fun with only half a screen at your disposal. Overall though, this is a classy racer with perfect analog control and great visuals.

G	C	P	M	O	Overall
8	8	8	7	7	86

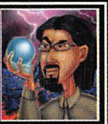


Ray Tracers
PlayStation
T•HQ
Racing



Yes, it is short, I'll give 'em that, but this game does have merit. For starters, the soundtrack, by Zuntata, is very good, the engine is downright surprising, and the bosses, though few, are quite threatening. Put it this way, if you liked *Chase HQ* you'll thoroughly dig *RayTracers*. There's also a challenge mode and the course design is pretty good. Taito coin-op fans gotta recognize and I hate to say it, but this is a great rental.

G	C	P	M	O	Overall
8	8	7	8	7	74



You know, I really liked this game the first few moments that I spent with it. Bashing cars off the road at high speed (or alternatively, weaving through them for better times) and then chasing a boss down was a fun and thrilling experience. However, Taito's update of their venerable *Chase HQ* is an eighteen minute thrill ride. If you have any skills as a gamer, you'll probably play through this beauty within you're first five attempts. Even putting the game on its "hard" setting failed to induce a substantial challenge. Outside of this incredible ease however, it's definitely a fun game with great speed, tight control, and intense boss encounters. It's just over way too soon.

G	C	P	M	O	Overall
8	8	6	7	8	70



Errrr.. This game would be pretty cool if it wasn't over as soon as you start it. It took me, quite literally, 13 minutes to complete (on my first go). Now that just doesn't ring true. You don't wanna be spending all your cash on something that provides less entertainment than stuffed parrot, do you? It really is a crying shame, as I was a big fan of *Chase HQ* (of which this is obviously an re-vamped version). It looks good, and the actual gameplay is cool, but that just isn't enough, I'm afraid. Taito, a word of advice, faster is not necessarily better, OK?

G	C	P	M	O	Overall
7	6	6	8	5	55


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Steel Reign
PlayStation
Sony
Shooting



The previous versions of *Steel Reign*, prior to the reviewable, actually smash this now sluggish, tired and tedious tank of a game. They added way too many vehicles in the end, slowing the whole thing down and taking out much of the fun that excited me in the first place. The textures now draw in right before your eyes, a 1st generation eyesore, and overall the frame rate just, well, sucks. It's too bad really, things were headed in the right direction and I had high hopes. Now I just have ... a tank.

G 5 C 7 P 7 M 6 O 7 **65**



Steel Reign certainly had potential, but just like *Lost World*, the game in its finished form is far less than the preview versions made it out to be. Honestly, this is first generation 3D going on here. It's framey, it's slow, the draw in is ridiculous, and it's just plain ugly. And trying to drive these slow, lumbering tanks around glitchy environments while shooting masses of faster vehicles is an exercise in tedium. I'd rather play SNK's old *Iron Tank* game than this frustrating and underwhelming mess. No offense to *Iron Tank*.

G 6 C 6 P 6 M 5 O 7 **66**



Ah...here we have Sony of America's first ever military sim., and you know what? It's a real steamer. *Steel Reign* tries its best to be an explosive tank battle, but its aesthetics are far too weak to convince anyone of it. The frame rate is a joke. The clipping is, umm, crap. But hey, at least there's a great playing, high-powered, ultra-controllable beast of a tank simulator beneath those bad graphics, right? No. I've stopped playing *Steel Reign*, and it's safe to say I'll never play it again. *Steel Reign* doesn't belong on the PlayStation at this point in its history, when everything else is so damn good.

G 4 C 6 P 5 M 4 O 4 **43**



Street Fighter EX
PlayStation
Capcom
Fighting



Capcom definitely have a way with polygons. Mysteriously, *EX*, a game far less sparkly than those Namco masterpieces, somehow strikes me as visually better. Perhaps the mixture of the Capcom characters I love (*Chun-Li* and *Sakura* look amazing), 60 fps thrillimation, and 2D control just have me all moist. *EX* is everything that you love about *SF* combined with superior 3D elements, great new characters (Skullomania!!) brilliant effects and depth baby, depth.

G 9 C 10 P 9 M 9 O 8 **95**



It's a 3-D *Street Fighter*, something I swore I would hate if it was ever made. Strangely enough, I like it... a lot. Though not an SF I'd play for serious competition, it's incredibly fun (you simply have to respect combos that use four levels of super—even though you can only store three!) and looks good. The real attraction here for me, however, was the Expert Training Mode. I've never had more fun in *SF* without another human present than with this... definitely worth the price of admission.

G 8 C 8 P 9 M 10 O 5 **90**



Street Fighter had to go 3D sometime, and who better to oversee that transition than Akira Nishitani, the creator of the original *SF2*. The fact is, this isn't really a 3D fighting game. It only looks 3D. Behind the polygon visuals lies 'old school' 2D *SF2* gameplay, with a few new additions like Super Cancels (insane combos) and Guard Breakers (crush turtles). The balance is pretty cool, and with so many new characters there's bound to be some that appeal to you. If you can handle the slightly floaty control, then *SFEX* is yet another legitimate addition to the *Street Fighter* family.

G 8 C 8 P 9 M 9 O 6 **92**



ClayFighter 63-1/3
Nintendo 64
Interplay
Fighting



The fighting parody... how do you score it? Is this a game for the fighting enthusiast to chill with or for the non-fighting public to laugh with as they pull off 400 hit triple brown betty combos? I'll tell you what it is... FUN! Really fun. And funny, really funny. Sure it's a little jerky (you try posing that much 64-bit clay... on cartridge) but the graphics are the coolest, the controls, a joy, and the replayability factor is off the charts. This is a game you buy. We-Jam-un'!

G 9 C 9 P 9 M 8 O 9 **90**



All right! One of my fave fighters from the 16-bit era gets the full-on 64-bit treatment. Awesome 3D backgrounds, good music, and the best characters this side of *Tobal 2*. Some may whine about the slightly choppy animation, and *Street Fighter* nerds aren't going to find anything but issues here, but this is a quality game with tons of humor. Anyone that's into the less serious (i.e. anal) fighters shouldn't hesitate on this one. Eat dirt, grasshoppa.

G 8 C 7 P 8 M 7 O 8 **79**



Hmmm.... Not too sure about this one. OK, so the *Clayfighter* series has never been one of my all time favorites, but I am trying to be objective, right? Well, it has to be said that *CF* has really good amusement value, albeit short lived. All the characters have been well designed (my favorite being Earthworm Jim!) and they all look really nice. The animation and fluidity of the game mechanics, however, leaves a lot to be desired. The controls are very sluggish and compared to other fighters, this one doesn't offer much depth. But then again it's supposed to 'poke the eye' of other beat-'em-ups, but in reality, it just ended up poking my eye instead.

G 7 C 5 P 5 M 7 O 5 **66**



Extreme G
Nintendo 64
Acclaim
Racing



Extreme G is exactly that—extreme. Extreme vehicles (humming *Tron*-like cycles), extreme weapons (obtain them and wear them until you deploy their destructive force), and extreme speed (at times you will not believe the speed and incline at which you are traveling). Comparing this to *Wipeout* ... well, you just can't do it. In *Wipeout* you avoid the walls, in *Extreme G* you ride them. This is extreme racing. It's fun, it's deep, it's different. Music's great too. Probe it.

G 9 C 8 P 8 M 8 O 9 **90**



The speeds are retina-burning. The bikes are cool and *Tron*-tastic. The levels are long, winding and severely vertigo-inducing. The music's surprisingly polished for this bon tempi organ pretending to be Nintendo's sound capabilities. There's many fine tracks to race through, many variations on the two-player theme. Did I mention you go REALLY REALLY fast? The fastest video game ever? If speed's your thang, then *Extreme G* is the racer for you... It's also the racer for you if you enjoy horribly intrusive fog and some track glitching, but ya can't have everything, can you?

G 8 C 8 P 9 M 7 O 8 **93**



Extreme G is pretty cool. It borrows heavily from the *Wipeout* series, and whilst it's good fun to play and you can reach insane speeds, it doesn't really beat the opposition. Yeah, you've got your mad track designs, psychedelic color schemes and funky tunes (not as funky as *Wipeout* though), but you kinda feel a little unfulfilled after more than ten hours gameplay. The vehicles and tracks are well designed, and the graphics are cool eye candy, but you've got a little too much N64 fog appearing for my liking... So, if you are a big fan of stupidly fast racing games that tend to dry your eyeballs out, then give it whirl.... Otherwise don't bother.

G 8 C 8 P 7 M 8 O 6 **79**



Top Gear Rally
Nintendo 64
Midway
Rally Racing



Midway seems to be sniping a lot of great titles of late. *Top Gear Rally* will define the category from this point on with its intuitive physics, incredibly animated cars, and truly inspired course design. These tracks are two to three times longer than what you're accustomed to, have much more elevation as you progress, and give the feeling of actual Rally racing like never before. The weather too produces real effects that astound. It's a shame the music is SNES quality because the rest is 64-bit Q all the way.

G 9 C 10 P 9 M 5 O 8 **92**



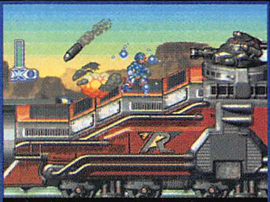
The 3D physics at work here are so similar to *Sega Rally* that I wondered if Kemco hadn't kidnapped a couple of AM programmers for a month... but hey, that's a good thing! It means you can expect a marvelous bounce to your driving, independent suspension and believable driving. Also expect barren (yet convincing) landscapes, races that last minutes, not seconds, a whole load of short cuts, and not much in the way of enemy car interaction (you'll see them far less than I would have liked). However, there's no fog, a great paint-your-own-logo mode and some two player action which all adds up to an essential purchase.

G 9 C 10 P 9 M 7 O 8 **94**



I'm a BIG fan of racing/rally games. That needed to be stated. So I was phenomenally excited by the prospect of a decent rally game on the N64. And that's exactly what Boss has provided. The graphics and realism when playing the game are superb, and second to none. The car models are superb, and the technical aspect of the game is mind-boggling. Powersliding, skidding and crashing have never been more real. It all happens at lightning speeds and the frame rate is really high. The only downside is the crap music. What happened there?? Never mind, this game truly rocks, and takes me back to those heady childhood days of stealing RS-turbos and ram-raiding banks...

G 9 C 9 P 9 M 3 O 8 **91**



MegaMan X4
Saturn
Capcom
Action



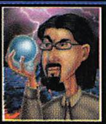
Classic *MegaMan* meets rendered 2D in this, the second next generation *MM* incarnation. To be 100% honest, I'm ready for Neo. Not that I'm tired of traditional *MM*, but the change will be refreshing. *MMX4* is a true *MM* challenge all the way, steeped in tradition, except for the addition of Zero who is a welcome addition. The animation is fantastic, the scenery lush, and the play pure side-scroll skills and thrills. I like the look of *MM8* better but who's complaining?

G 8 C 9 P 6 M 8 O 6 **88**



I never really liked the *X* series, with its spindly "grown up" MegaMan and twangin' metallic tunes, but I found myself enjoying *MMX4* very much. Though not much of a leap technically over *MM8*, the graphic style is entirely different, incorporating plenty of (gasp!) rendered elements. I very much prefer the pastel *MM8* look, but this'll do. Having more than one playable character is respectable, too. *MegaMan X4*: Same great taste, all-new look.

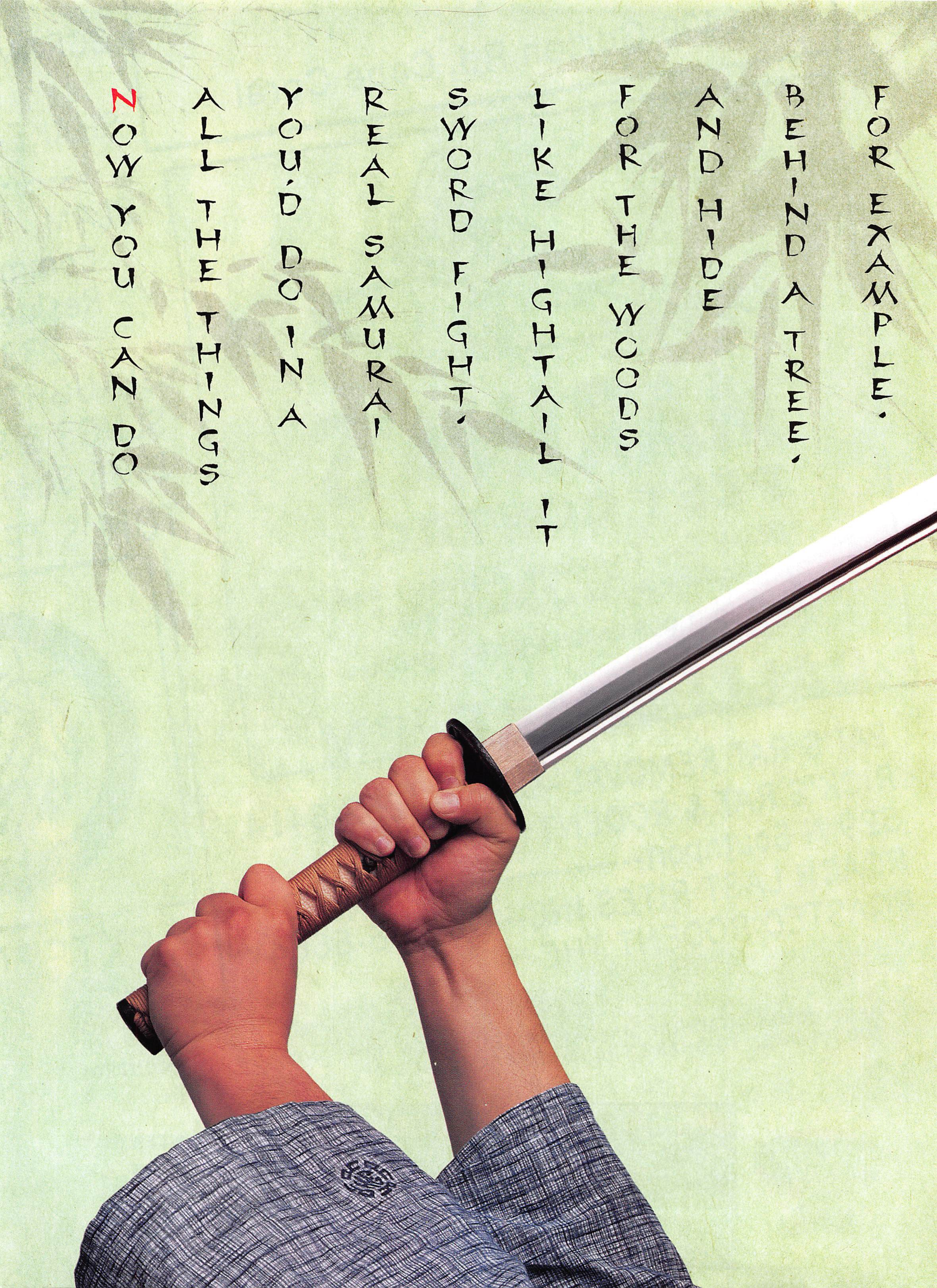
G 8 C 9 P 9 M 7 O 5 **88**



The little blue man is back in what can only be described as one his most satisfying jaunts in recent memory. With *MegaMan X4* (reportedly the last of the *X* series), Capcom has taken the tried and true (or tried and tired, based on your mind set) *MM* play mechanic and simply executed it very well here. While some may scoff at the occasional use of hand-tweaked rendered BGs, the look of this game is classic 2D Capcom all the way and the animation is outstanding, as expected. Plus, this *MegaMan* is action packed, and as rare a commodity as good 2D are sure to become, those not tired of the classic *MM* gameplay should definitely check it out.

G 8 C 8 P 8 M 8 O 7 **89**


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TOM'S TE
MARINA'S
PEST CONTROL
"Blasts Evil Emperors, Monsters and Bad Guys Out of This World."
ASK ABOUT OUR LASER & MISSILE SPECIAL.
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ROASTED RODENT THE
EXTER
HERE COMES MISCHIEF MAKERS. WITH ITS NEW GRAB-N-THROW PLAY CONTROL, YOU'RE SURE TO SHAKE THOSE PESKY ENEMIES UP.
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB
MISCHIEF MAKERS
NINTENDO 64

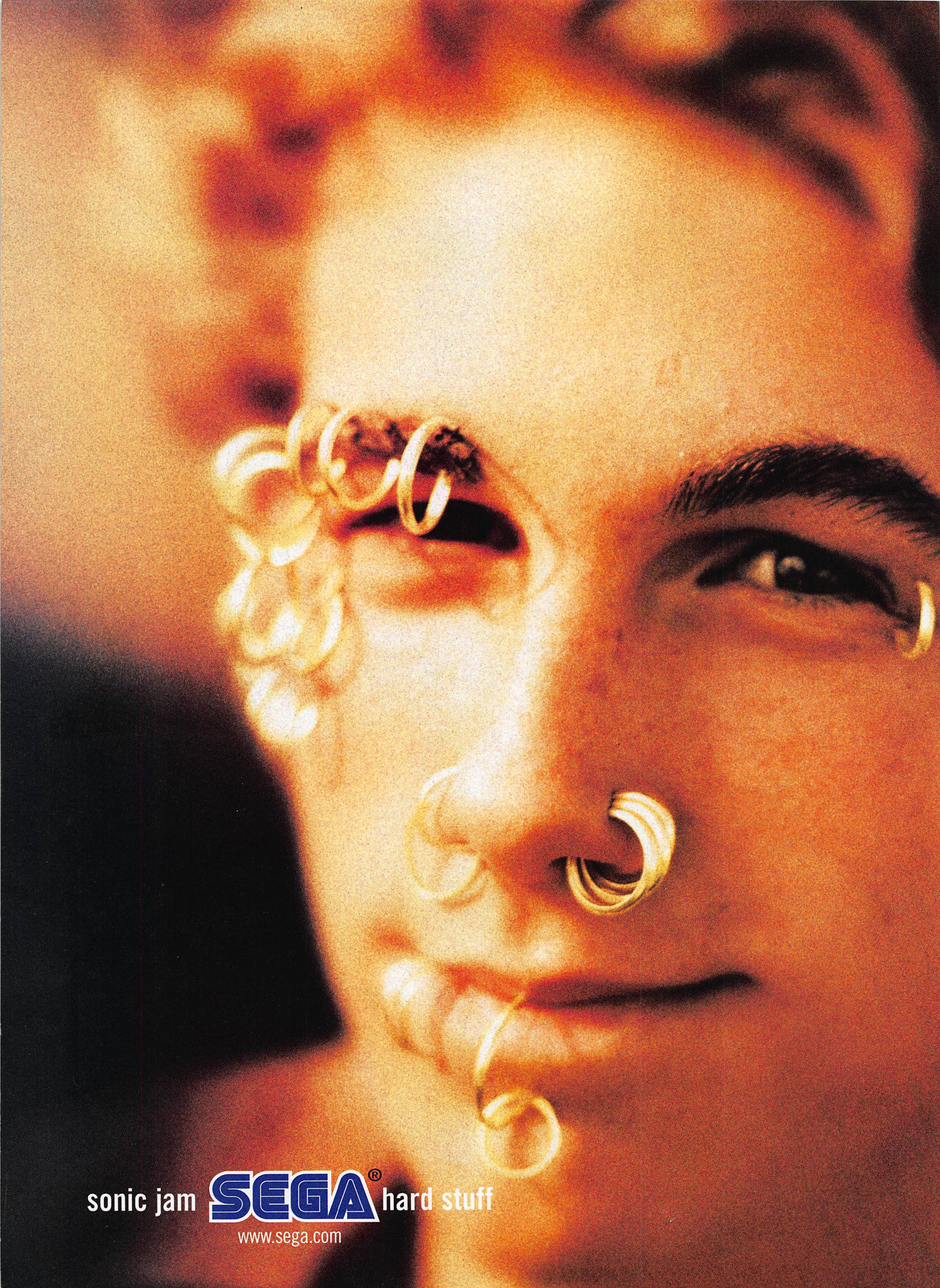

NOW YOU CAN DO
ALL THE THINGS
YOU'D DO IN A
REAL SAMURAI
SWORD FIGHT,
LIKE HIGHTAIL IT
FOR THE WOODS
AND HIDE
BEHIND A TREE,
FOR EXAMPLE.


FIGHT IN RIVERS,
FORESTS, TEMPLES
MASTER SWORDPLAY
BLOODY DEATH BLOWS
NO TIME LIMIT
NO LIFE BAR
REAL ENOUGH FOR YOU?
BUSHIDO BLADE™
SQUARESOFT®
TEEN
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PlayStation™
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netlink
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hold → trig
hold ↖
hold A
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Why should the military have all the fun? Now you too can blow people away from across the country. Saturn NetLink brings full screen, full speed online gaming smack dab into your sweet little home. When you're done kicking long distance butt, surf the net, trade e-mail, or chat with others through the NetLink Browser*. And now you can score a Saturn NetLink with two bonus games for a piddly $99.99**. Remember, someone, somewhere, wants to take you out. Get them first.
*Must establish Internet account at additional cost to access Internet. **Manufacturer's Suggested Retail Price – Prices May Vary.
Sega is registered in the U.S. Patent and Trademark Office. Sega Saturn, Sega Rally Championship and Virtual On are trademarks of Sega. Daytona USA is a trademark of the International Speedway Corporation, used under license from Daytona Properties. Saturn Bomberman ©1997 HUDSON SOFT. All rights reserved. Exclusive manufacture and distribution by Sega. Duke



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SEGA SATURN™

Hocus Pocus

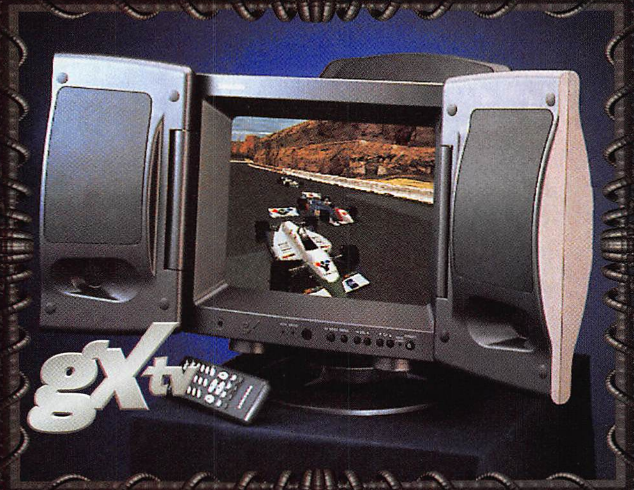
ENTER THE GAMEFAN HOCUS POCUS GIVEAWAY!

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A GXTV

FIRST PRIZE:
VIEWPOINT GAME OF YOUR CHOICE

SECOND PRIZE:
POCKET GAMEBOY

THIRD PRIZE:
1-YEAR SUBSCRIPTION TO GAMEFAN



GXTV is the world's first video game TV with hyper-amplified sound and graphics. Enhance the thrill of gaming with adjustable speaker doors, stereo surround sound and a 15-watt sub woofer. Plus, the intense screen graphics will make you feel like your head's right inside the game. GXTV is also a 181-channel, 13" stereo TV with two A/V inputs, stereo headphone jack, backlit remote control and tilt/swivel stand. So whatcha waitin' for? Send in those codes and maybe you can win one of these GXTVs for yourself!

CONGRATULATIONS TO THIS MONTH'S WINNERS!



The mighty Monitaur seeks the finest cheats, secrets and tips known to humanity, and we need them from YOU!! We'll look over all the codes you send and award a magnificent Grand Prize every single month! Remember, no cheap codes from previously published US magazines! Winners will be drawn each month and displayed in the only place where cheaters prosper. (Current subscribers who win a subscription will receive a one-year extension.)

SEND YOUR CARDS AND LETTERS TO:
Hocus Pocus
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Suite 210
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GRAND PRIZE WINNER:
PATRICK SEKINO
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SECOND PRIZE WINNER:
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ONE MAN. ONE SOLUTION. ONE STATE OF MIND.
CAIN, JOHN
D.O.B. 11-02-07
D.O.C. 02-16-36
ONE™
TEEN
AGES 13+
CONTENT RATED BY
ESRB
PlayStation
Co-Developed by
VISUAL CONCEPTS™
ASC GAMES™

NINTENDO64

Knightmare's Mini Strategy Guide: Collect all the Yellow Gems!

Every level in Mischief Makers contains a yellow gem, sometimes hidden, sometimes not. In order to view the complete ending you must collect all 52 yellow gems. Here is a run-down on where to find them.



1.1 - Take the Clancer statue from the first hut and place it on the fire to the left.

1.2 - Just to the left of the long line of fire there is a high ledge with the yellow gem in plain view.

1.3 - In the area with the balls moving on tracks, grab the orange ball (the fastest) and pull down to release a bomb directly above the red blocks. This reveals a star which takes you to the yellow gem.

1.4 - Just before the rotating circle of spiked balls jump up right to reach a high ledge which leads to the yellow gem.



1.5 - Aim the spring ball to the right and use it (and a well timed boost) to get on TOP of the building. Get a bomb from the bomb dispenser, drop down left and quickly negotiate the inside of the structure until you reach a red destructable wall on your right. Destroy the wall and shake the Clancer inside for the gem.

1.6 - Near the end of the level you will encounter three Clancers throwing grenades at you from atop red structures. Shake the third clancer for the gem.

1.7 - Grab the snake's head and shake him.

1.8 - Make sure your Clancer friends are not crying at the end of the invasion.

1.9 - When you reach the bomb dispenser you must take a bomb up and right across a series of platforms to reach a room blocked by two red walls. Destroy both walls and the gem is yours!

1.10 - Go right until you reach two purple and white platforms, one above the other. Jump up onto the higher platform and travel back left across a series of high platforms to reach the gem.



2.1 - The gem is easy to find near the end of the level. Even if you fall in the lava while collecting it you'll still keep it.

2.2 - When you are near the exit drop a bomb on the red staircase leading to the star and follow it up, first left, then right. Jump onto the moving platform and ride it up for the gem. You've got to be quick!



2.3 - Dashing jump right and air boost from the exit star to reach a new platform. Do this again and you will reach the gem.

2.4 - Stand above the white ball as the blocks disintegrate and drop down to catch it. Pull it, then bounce off up right and boost to reach the star. Continue on to the end of the level and pull the white ball near the exit star for the gem.

2.5 - From the exit star continue to swing right until you reach the gem.

2.6 - Grab the bee's head and continually tug it until the gem appears.

2.7 - From the exit star continue jumping up on the descending balls until you reach a platform directly above the exit star with the yellow gem.

2.8 - As you fall take the right path and then the right hand opening in the spike wall. The gem is outside, close to the spike wall on the left.

2.9 - Just past the first moving spring ball there is a low platform with a Clancer on it. Shake him!

2.10 - Continue climbing up past the exit star until you see an opening in the left wall. Jump through, drop down and collect the gem.

2.11 - Beat the boss without getting hit to earn the gem.



3.1 - Collect the six blue gems (from the first ball) in your pot and then another six past the red destructible wall. Mix them together to form two green gems, then mix them together for the yellow.

3.2 - Right near the start of the stage is a Clancer on the ground with a throwing star. Shake him for the gem. But hurry, he gets killed very quickly.

3.3 - Keep the missile pointed skywards once you reach the exit star. The gem is up high.

3.4 - The gem is positioned above the swinging Clancers.

3.5 - In the second part of the level you will find a white ball that when tugged produces a bomb. Pull it, but catch the bomb before it hits the red blocks. Take the bomb left to the enclosed area with the pot and drop it on the ceiling. Quickly get the pot take it to safety. Mix the contents to produce a jet pack Clancer and use him to fly up to the top of the level for the yellow gem.

3.6 - Grab the Frost Wolf's head and keep on tugging.

3.7 - In the first area use the Clancer on a spring to bounce up left on a series of spiked balls (left of the first star) leading to the gem.

3.8 - Catch a couple of the boss' gun bursts.

3.9 - At the end of the level join in the game of rope skipping. After a few red gems the yellow gem will appear.

3.10 - Beat the 100 meters event in under 11 seconds.

3.11 - Defeat the the cat without getting hit and without crossing the line in the middle of the arena.

3.12 - Kill the boss without getting hit! Practice makes perfect.



4.1 - Near the end of the level there is a star that you must jump to reach that takes you to the area with the gem. Easy.

4.2 - Get the gem by catching the lightning blast from the cloud and throwing it at the frog to finish him.



4.3 - As you rescue each Clancer shake them BEFORE you talk to them. One of them has the yellow gem.

4.4 - Break through the brown blocks, go a bit further right, then backtrack left on the highest level till you come to a star. You will go through a series of stars with rotating exit points (the sparkle shows where you will exit). Take the right ones and you will get the gem.

4.5 - Found in the right most (and lowest) blue block. Let the Clancer drop a bomb on it to free the gem.

4.6 - When the cyborg does a dashing punch, grab his hand and throw him in the direction he was going. If he hits a wall, you will get the gem.

4.7 - In the room on the furthest right of the level (with 2 ghosts) there are 3 gray statues. Take a bomb from the middle of the level and destroy the statues.

4.8 - The gem is right at the end of the level, on the ground left of where the king is.



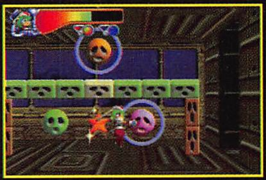
4.9 - Throw the mole then repeatedly jump on his tummy. Eventually he'll cough up the yellow gem.

4.10 - Shake the Clancer to the right of the Green '4' for the gem.

4.11 - Once again, beat the boss without getting hit.

5.1 - This level is split into four sections, each with a Mech Clancer boss. After you beat the third Mech, and enter the fourth section, grab and shake the first (sometimes second) GREY AND BLACK Clancer that runs onscreen.

5.2 - Catch one of the energy bursts the boss fires at you.



5.3 - The gem is in one of the missiles, normally the fourth or fifth. Shake the missiles to release the gem.

5.4 - When the falcon lunges at you with his lance, grab it, pull it away and shake it to reveal the gem.

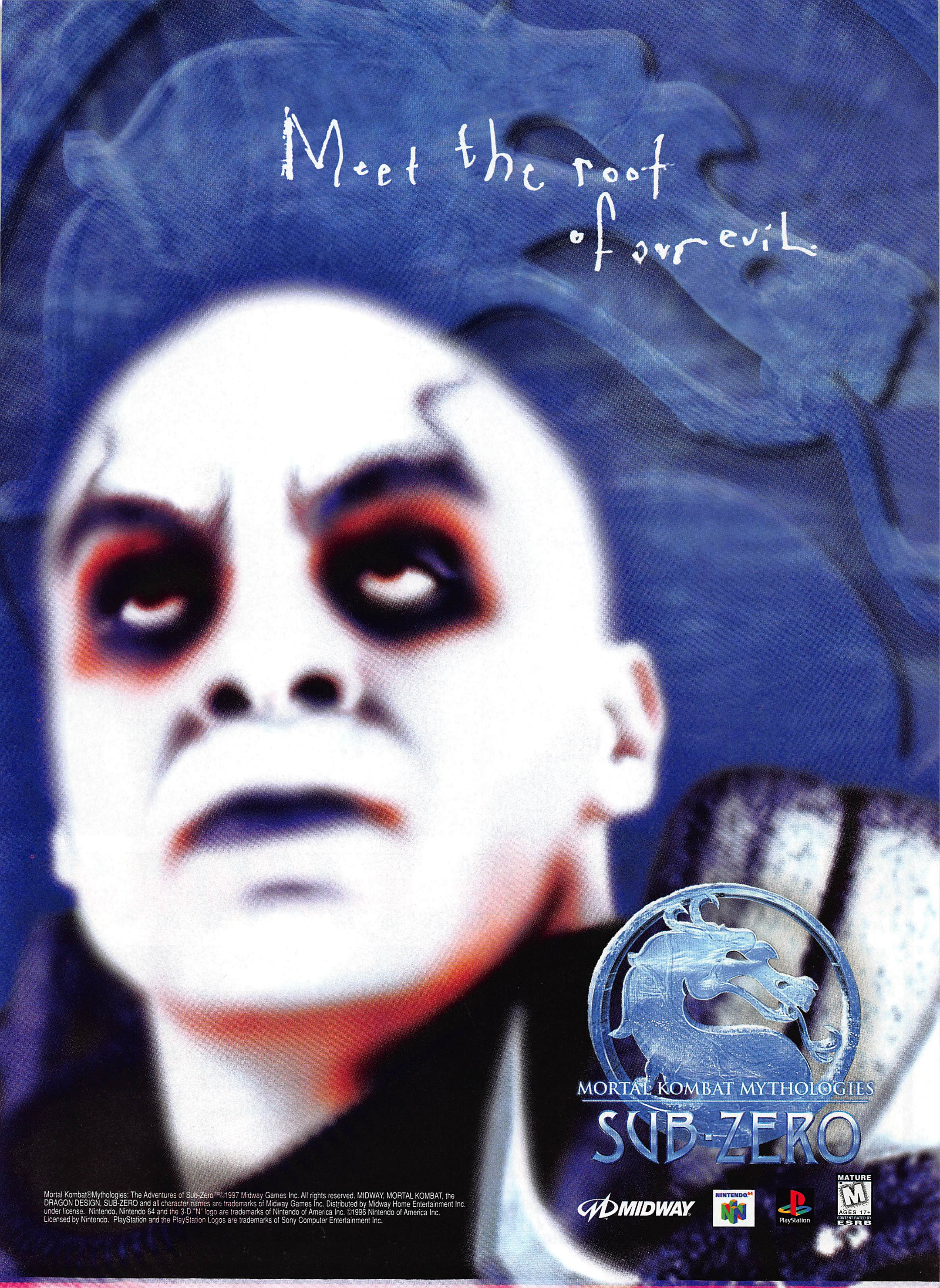
5.5 - In the puzzle room after you destroy the second set of red blocks (so you can exit) remove the statue (that was catching the bomb) and blow up the red blocks below to reveal a star. Follow the trail to the pink ball which contains the gem.

5.6 - Defeat the boss without getting hit!

5.7 - One of the many words you grab says 'sad' in Japanese. Shake it and it turns to 'happy,' giving you the gem.

5.8 - Once again, don't get hit!





Meet the root of our evil.
MORTAL KOMBAT MYTHOLOGIES
SUB-ZERO
MIDWAY
NINTENDO 64
PlayStation
MATURE
M
AGES 17+
CONTENT RATED BY ESRB
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PORSCHE CHALLENGE

PlayStation

Tons of cool cheats!!



Input any code to open-up the cheat menu, and simply continue to tap-in any other code you desire. Note: The codes have to be entered rather quickly.

Unlimited Tries: L1+L2 R1+R2+SQUARE

Testdriver Available: RIGHT+SQUARE LEFT+SELECT+ CIRCLE

Fish Eye Lens: TRIANGLE+SQUARE +CIRCLE L1 L2 R2 R1

Tune Test Driver: LEFT+CIRCLE RIGHT+SELECT+SQ UARE

User Car Jumps: SQUARE CIRCLE SQUARE

All Cars Jump: UP+SQUARE UP+CIRCLE UP+SQUARE UP+CIRCLE UP+SQUARE UP+CIRCLE

Mad Race: UP LEFT RIGHT+SELECT

Invisible Car: (Often crashes the program) SQUARE+CIRCLE L2+R2 SQUARE+CIRCLE L1+R1 SQUARE+CIRCLE

Hyper Car: SELECT+SQUARE SELECT+CIRCLE SELECT+SQUARE+C IRCLE

Mirror Mode: LEFT+CIRCLE DOWN+TRIANGLE RIGHT+SQUARE

Interactive Tracks Available: DOWN+START UP+START SELECT START

Long Tracks Available: UP+SELECT DOWN+SELECT START SELECT

High Voices: UP TRIANGLE UP TRIANGLE

End Game (Credits+fmv): SQUARE CIRCLE LEFT+SELECT RIGHT+SELECT

Time Crisis

PlayStation

Cheat Menu, Easy Mode, and hard-core Game Shark codes!

The Cheat Menu can be opened at the title screen by shooting the middle of the "R" twice, and then the middle of the cross-hairs twice. Make sure you're accurate down to the pixel or it won't work. How cool!

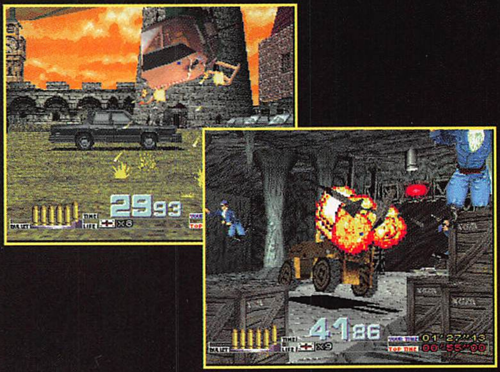


Infinite life : 800B1FE0 0005

No time limit : 800B1C8C 1771

Infinite bullet : 800B1D04 0006

EASY MODE:
At the Arcade mode, reload or shoot out of the screen.



Treasures of the Deep

PlayStation

Cool camera Tricks!

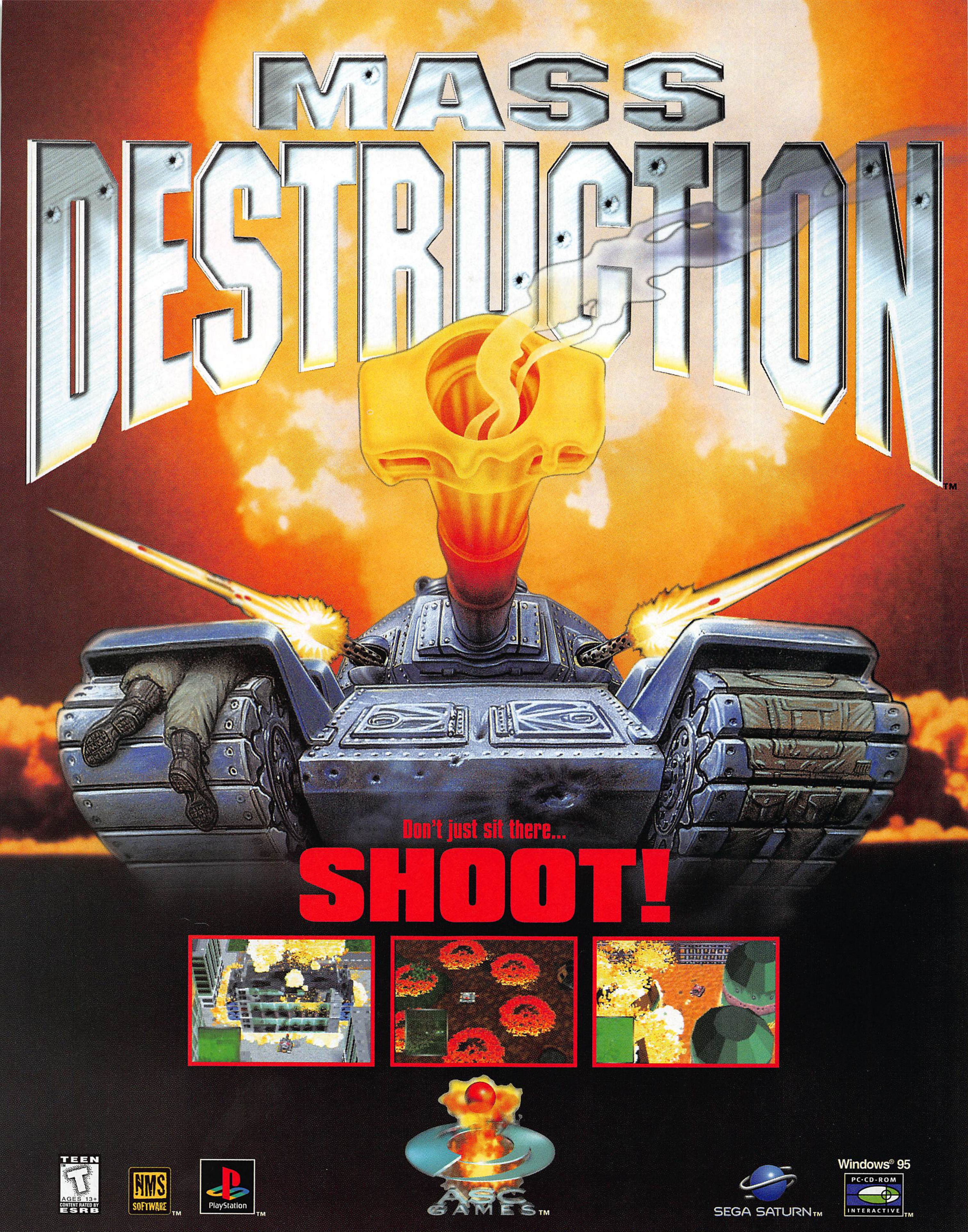
It's all about perspective, man. Enjoy this undersea adventure with brand new camera angles in this "Director's Mode":

Code Entry:
Pause the game and press Down, X, Left, Square, Up, Up, Triangle, Triangle, Right, Right, Circle, Circle, Triangle, Square, X, Square.

Hold Select and use the D-pad and shoulder buttons to zoom and pan the cam!






MASS
DESTRUCTION™
Don't just sit there...
SHOOT!
TEEN
T
AGES 13+
CONTENT RATED BY
ESRB
NMS
SOFTWARE™
PlayStation™
ASC
GAMES™
SEGA SATURN™
Windows® 95
PC-CD-ROM
INTERACTIVE™

Street Fighter EX
Extra Palyers!!



Miko Hokuto code!
Miko Hokuto (priestess Hokuto) is the “non-evil” version of this popular female EX character. She uses a priestess wand instead of Hokuto’s typical fan, and sports cool, bright outfits. And she rocks!

Code Entry:
First, pick Evil Hokuto with any punch or kick button. Then hold down the two punch or kick buttons you *didn’t* select Hokuto with (i.e., if you pick her with Jab, hold down Strong and Fierce. If you pick her with Forward, hold down Short and Roundhouse) along with L2 and Start. Continue to hold while the game loads, and hey diddle-dee-presto, Miko Hokuto is yours!!! Check out that wacksy purification flail! Miko Hokuto has all the moves of Evil Hokuto. “Waruku omowanaide!!”







LOST WORLD
Level Passwords!!



This game is tough! Use these level codes to get past troublesome stages or simply to check-out later levels. The codes start you with 7 lives too, so enjoy!

Compy Complete Level (Hunter)
O O
X X
A #
# #
O O
A

Compy Gallery
A A
# #
O X
A X
# #
O O

Hunter Complete
O O
X X
A #
A #
A O
A X

Hunter Gallery
# #
A A
X O
A O
A
X A

Raptor Complete
# #
A A
X A
A O
O #
X A

Raptor Gallery
A A
# #
O X
A X
O #
O #

T-Rex Complete
A A
# #
O #
A X
A
O #

T-Rex Gallery
A A
# #
O #
A X
X #
O O

Sarah Gallery
O O
X X
A X
A #
X X
A

VMX RACING
Non-Stop Stunts!!



Having trouble executing tricks? With this trick you’ll pull off quality stunts at every opportunity.

Code Entry:
Before you hit a jump, during any stretch between jumps, tap the R1 or R2 button four (4) times for automatic stunts. The R2 will release flips, no hands, and no footers, and the R1 will execute 360° spins and kicks. Show off, showboat, enjoy!







eat.
burp.
eat.
burp.
eat.
burp.
puke!
These guys know how to party.
RAMPAGE™
WORLD TOUR
PlayStation™
SEGA SATURN
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB
MIDWAY

KNIGHTMARE'S MINI STRATEGY GUIDE

By now you all of you lucky N64 owners will have bought and played Rare's amazing 1st person shooter, Goldeneye. But have you found all the secrets the game has to offer? Here's a quick run down on what to look for, and how to get it.

33 PLAYABLE CHARACTERS IN MULTIPLAYER MODE

That's right 33 different characters to choose from! These include every character from the game and some familiar faces from the Bond universe. To unlock all 33 characters you must complete the game (i.e.. beat Cradle) on the 'Agent' difficulty setting.



NEW LEVELS IN MULTIPLAYER MODE

There are 4 new stages that can be accessed for multiplayer battles - Bunker, Archives, Cavern and Egyptian. To unlock a new stage simply conquer that level in a regular game. Easy Peasy.

SECRET LEVEL #1: AZTEC

Based on the movie Moonraker Egypt sees Bond taking a visit to the Far East for some Space Shuttle based espionage. To unlock this level you must beat every stage on the 'Secret Agent' difficulty setting.



SECRET LEVEL #2: EGYPT

A cross between Live and Let Die and The Man With The Golden Gun, Bond must travel deep into the heart of an ancient Egyptian temple to locate the Golden Gun (watch your step) and do battle with the fearsome Baron Samedi. To unlock this level you must beat every other stage (including Aztec) on the '00 Agent' difficulty setting.

007 DIFFICULTY SETTING

Care to adjust your enemies health, damage or reaction time? Or maybe just reduce their accuracy to 0 so they couldn't hit the broad side of a barn? Beat every level (including Egypt) on the '00 Agent' difficulty setting and a fourth difficulty setting appears: 007. Get this far and you are truly a Goldeneye master!



LEVEL WEAPONS

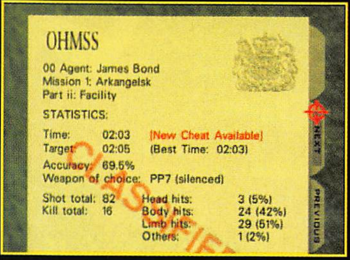
Beat the game on all three different difficulty settings to receive 3 extra weapons on the cheat page. Beat Agent to get the Cougar Magnum, beat Secret Agent (including Aztec Complex) to get the Moonraker laser and beat 00 Agent (including Egypt) to get the Golden Gun.

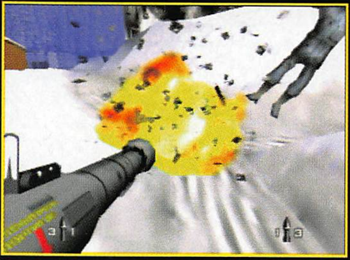
LEVEL SECRETS

Many levels have hidden paths and weapons. For instance, on Cavern, in the chamber where you contact Jack Wade, there is a dual machine-gun hidden inside a 'magic' crate at the right end of the room by the window. There is also a secret passageway behind the filing cabinets in the cave with the multiple ammo crates lying on the ground.

CODES, CODES, CODES!

Goldeneye features a horde of cheat codes... for those with the necessary skills to unlock them. Every level has, on a specific difficulty setting, a target time. Beat the target time and add a new code to your cheat page. And before you all start complaining that some of these are impossible (particularly the Facility) - I did it! And if I can do it, so can you. Don't be a Dalton or Lazenby, be a Moore or Connery!





LEVEL	CODE	TIME	DIFFICULTY
DAM	PAINTBALL MODE	2:40	SECRET AGENT
FACILITY	INVINCIBILITY	2:05 (INSANE!)	00 AGENT
RUNWAY	DK MODE	5:00	AGENT
SURFACE	2X ROCKET LAUNCHERS	3:30	SECRET AGENT
BUNKER	2X ROCKET LAUNCHERS	4:00	00 AGENT
LAUNCH SILO	TURBO MODE	3:00	AGENT
FRIGATE	NO RADAR (MULTI)	4:30	SECRET AGENT
SURFACE 2	TINY BOND	4:15	00 AGENT
BUNKER 2	2X THROWING KNIVES	1:30	AGENT
STATUE PARK	FAST ANIMATION	3:15	SECRET AGENT
ARCHIVES	INVISIBILITY	1:20 (HARD)	00 AGENT
STREETS	ENEMY ROCKETS	1:45	AGENT
DEPOT	SLOW ANIMATION	1:40	SECRET AGENT
TRAIN	SILVER PP7	5:00 (HARD)	00 AGENT
JUNGLE	2X HUNTING KNIVES	3:45	AGENT
CONTROL	INFINITE AMMO	10:00	SECRET AGENT
CAVERNS	2X RC-P90S	9:30	00 AGENT
CRADLE	GOLD PP7	2:15	AGENT
AZTEC	2X LASERS	9:00 (HARD)	SECRET AGENT
EGYPT	ALL GUNS	6:00	00 AGENT

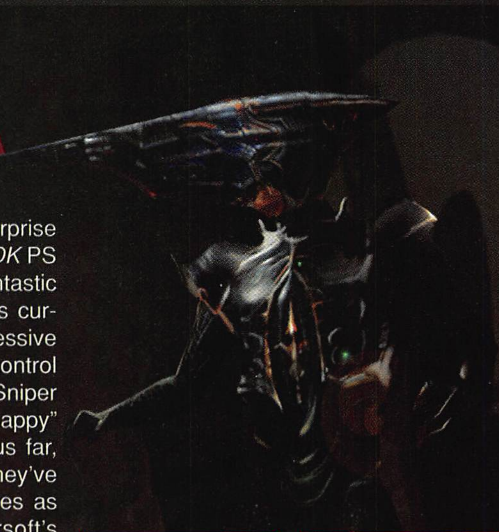

IN :06 SECONDS, THE COMPUTER PILOT IN ACE COMBAT 2 WILL SEND YOUR JET CRASHING TO EARTH.
YOUR EGO WILL FOLLOW SHORTLY THEREAFTER.
PlayStation
TEEN
AGES 13+
CONTENT RATED BY ESRB
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Uh-oh.
ACE COMBAT 2™
SUPERIOR ENEMY INTELLIGENCE

SHINING IN THE DARK

It's only been a few months since we last spoke to our good friends at Shiny, but dammit all, they've been busy months. Not wanting to fall behind, GF sent Knightmare and Sub D down to Laguna Beach to get the scoop on Dave Perry's latest brain children...

MDK



MDK (PS, PC)

Much to everyone's surprise (Dave Perry included) *MDK* PS is shaping up to be a fantastic conversion. The game is currently running at a impressive frame rate, with tight control and a fully functioning Sniper mode. Perry is "very happy" with Neversoft's work thus far, and points to the way they've improved the floor textures as an indication of Neversoft's dedication to coding the best possible conversion. Check out our full preview on page 74 for more information. *MDK* PS is scheduled to ship a week before Thanksgiving.







MDK 2

MDK 2 (PS, PC)

A sequel to *MDK* is already in the planning stage, although Shiny won't be doing the coding themselves. No word on who the developer will be, but Perry says it's possible they may license out some of their new technology to help whoever they choose. Not much is known about the actual game at this time, though Perry did venture a couple of snippets. *MDK2* will be a lot darker and more violent than the original, and will most likely follow the plot of the forthcoming CG/live action movie (possibly by Mainframe) meaning you will be able to get in moving vehicles capable of traveling underwater. Expect the toy line and TV show to coincide.

WILD 9

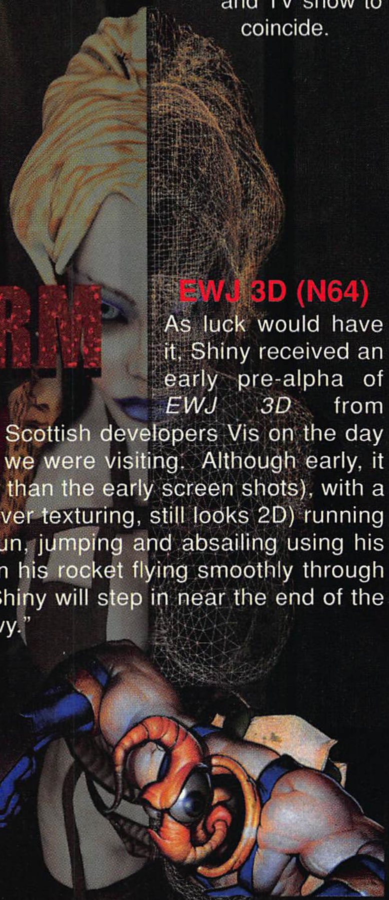


WILD 9 (PS)

Bad news for those waiting for Shiny's forthcoming 2.5D platform epic—it definitely won't be released this year. Shiny wants to make sure the game is absolutely perfect, and if that means taking more time, well then that's what it means. "We're still adding new stuff," says Perry, "particularly with the torture weapon. We keep thinking of new things to do with it, then the guys have to go back and start re-laying out the levels to take into account these changes." Perry refused to comment on rumors that the real reason for the delay was the importing of the *Messiah* graphics engine into the game. Estimated release date? April 1998.

"We're still adding new stuff, particularly with the torture weapon." (Wild 9)

EARTHWORM JIM 3D



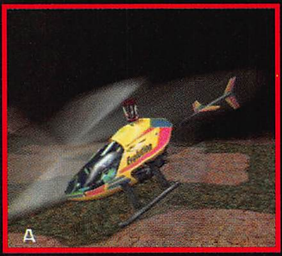
EWJ 3D (N64)

As luck would have it, Shiny received an early pre-alpha of *EWJ 3D* from Scottish developers Vis on the day we were visiting. Although early, it actually looks pretty cool (much better than the early screen shots), with a polygon Jim (who, thanks to some clever texturing, still looks 2D) running around a 3D environment firing his gun, jumping and absailing using his head. One other level showed Jim on his rocket flying smoothly through a huge 3D maze. As with PS *MDK*, Shiny will step in near the end of the project to make sure things are "groovy."

FLY BY WIRE (PS, PC)

According to Perry, *Fly By Wire* will be first-ever PS title designed specifically for the analog controller. At its most basic level *FBW* is a remote control helicopter simulation (the 'wire' of the title being the cable connecting the joypad to the machine) with some of the most realistic physics ever consigned to a videogame. It has been designed as a "fit your lifestyle" game, meaning you can play it for 3 minutes or 3 hours, and still enjoy the experience. As you try to master control of the helicopter (the whole point of the game) there will be a number of challenges to attempt like two player competitions, landing on the back of moving trucks, hovering over pads and flying through rings.

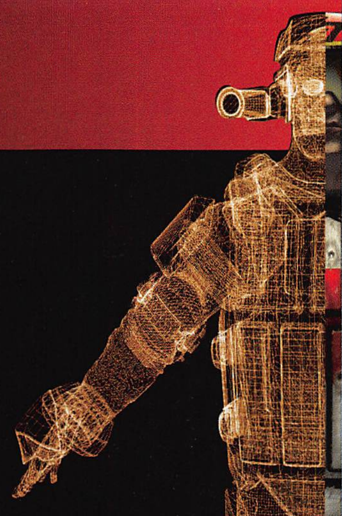
FLY BY WIRE



It sounds simple in theory, but in reality it is frustratingly addictive. Mastering control of the copter is a constant learning process, and the feeling of flight is remarkably authentic. Perry claims that the game is so realistic that if you fly the remote chopper in this game, you can fly one in real life.

SAG

MESSIAH



MESSIAH (PS, PC)

During our visit the *Messiah* team was hard at work putting together a playable demo for ECTS, so they didn't have any actual gameplay to show us. Doh! Still, Sax demonstrated his spec defying 3D character engine on a variety of *Messiah*'s denizens, complete with realistic stretching cloth and flesh. The engine even allows for the attachment of objects to the models, so characters can pick up and utilize any weapons lying around. Trust me, it looks amazing. What was even more amazing was that Sax already had a stripped down version of the engine running on PS, with *Messiah*'s infamous 'working girl' dancing around inside a complex 3D environment at 60fps! It looked almost as good as the PC version! Remarkable!

So how did *Messiah* come to be? "I don't know what happened, but we were in a meeting somewhere and somebody said, 'Let's do a baby.' And I thought that was funny because it instantly reminded me of the level in *EWJ* where Jim is outside the suit and you feel helpless. And we wanted to have that feeling in *Messiah*. You're just this soft, squidgy thing running around that can get hurt and burnt. But suddenly you dive into someone—into their soul—and take over their body and you can use them as armor or camouflage. Like when you get back into Jim's suit in *EWJ* and the gun comes back on-line—you go into aggressive mode. It's a great feeling."

The nature of the gameplay has changed. too. The game is no longer a 1-on-1 battle with another supernatural opponent. "We're changing the design," says Perry. "We're trying to make it more a 'clean up the world' kind of thing. Like you have a line of prostitutes with a pimp at the end. If you just run up to the pimp as a baby you're dead. But if you possess prostitutes and work your way up the line you can get to the guy and blow him away. Right now we're playing around with possession until it feels right."







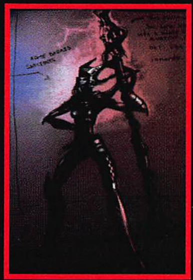
"...a complex 3D environment at 60fps!"

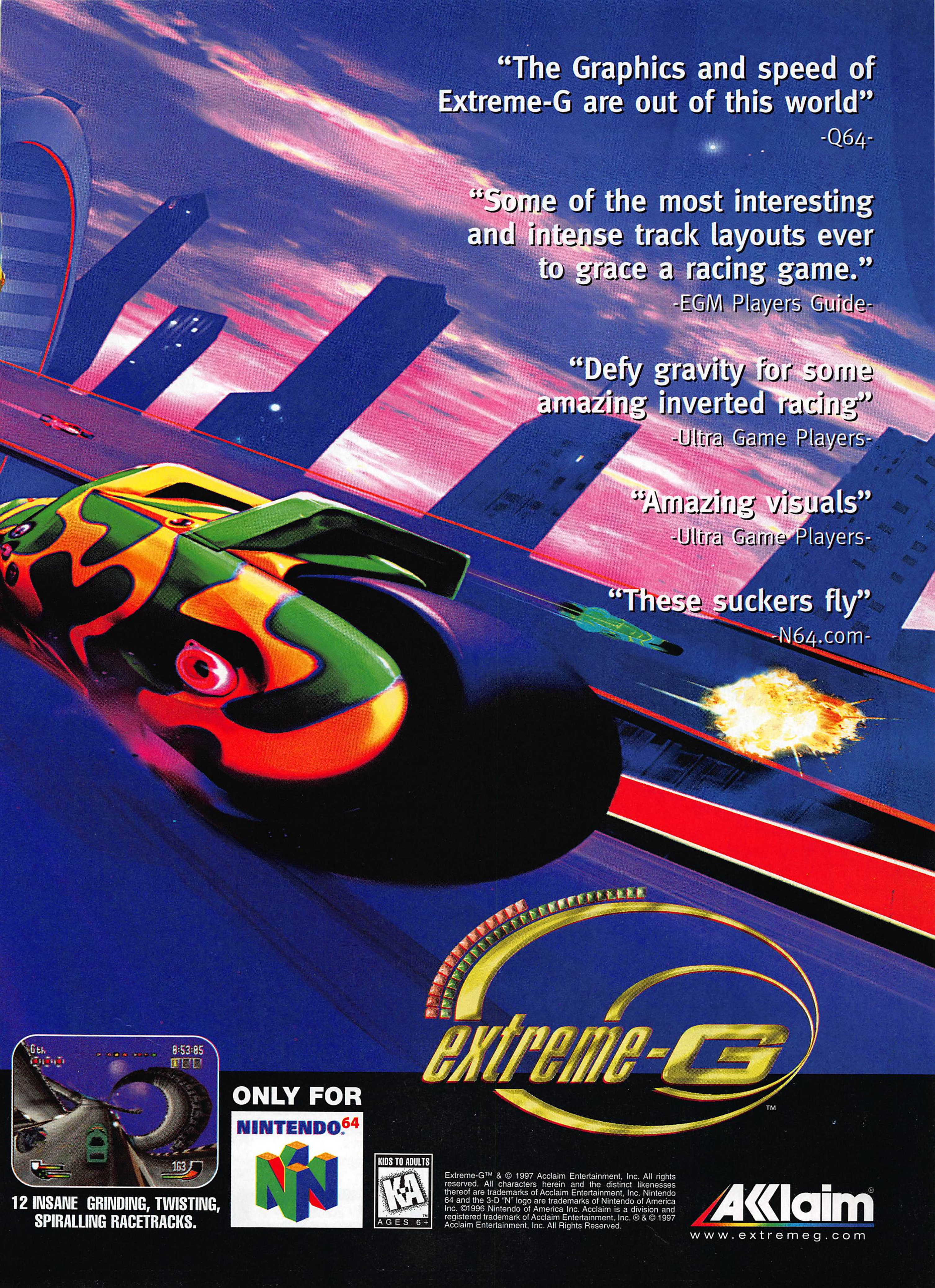
SACRIFICE (PC)

Although only a month into development, *Sacrifice* is already Shiny's most ambitious title to date. "Most 3D games today are based inside buildings, to make the code faster and easier. With MDK we went outside, with 'arenas,' which are large open spaces. With *Sacrifice* we have open worlds where you can actually see up to 9 miles. And that gives us a whole new base to work with." Mixing Sax's character engine with Martin Brownlow's stunning world engine (you really can see 9 miles!), you get the best of both worlds—impossibly huge environments with richly detailed polygon characters. The game will be Shiny's first ever multiplayer title (with a minimum of 8 players) and casts you in the role of a wizard living in ancient times. Dotted around the landscape are several 'sacrificial stones'—centers of power that must be claimed and protected by your forces. At these stones you can create other creatures to either guard the stone or go off and capture new territory. Sort of like a fantasy themed 3D *Command and Conquer*. According to Perry the game will be "very spell based," with a wide range of dramatic, terrain altering, spells such as earthquakes, firewalls and volcanos. He also plans for the PC version to offer a 4 player split screen mode. No word on a PS version as yet, though anything's possible...

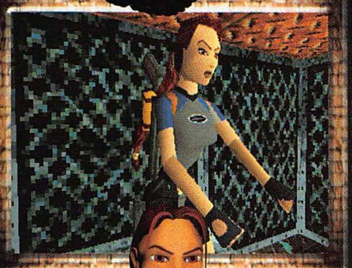
IFICE



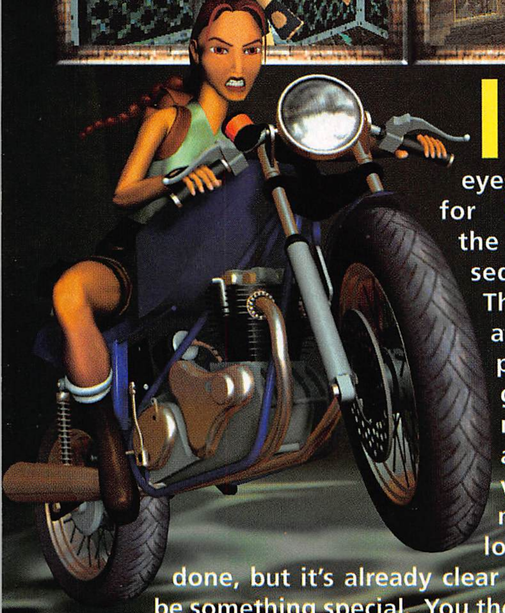



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It's one month till *Tomb Raider 2* hits the streets, and all eyes are turning to Core for info on one of the most anticipated sequels of the year. This issue we received a much more complete version of the game, featuring nearly all the levels and most of the weapons and enemies. There's still a lot of work to be done, but it's already clear that *TR2* is going to be something special. You thought the original *TR* was epic? Trust me—you ain't seen nothin' yet!

In *TR2*, Lara is seeking an ancient Chinese artifact called the Dagger of Xian, a mythical weapon which is said to endow anyone who stabs themselves in the heart with it, the power of a dragon. Many years ago a Chinese emperor named Qin Shihuang possessed the dagger, until it was stolen from him by a group of Tibetan warrior monks. The monks hid the dagger in a secret chamber deep within the Great Wall of China, and it's here where Lara's quest begins (if you want to know more about the game's story and locations turn the page).

As I mentioned last month, *TR2* looks and plays a lot like its predecessor, with a few notable exceptions. Core's motto seems to be: If it ain't broke, don't fix it. Lara has some new moves, like the ability to climb and wade through water, but for the most part the skills you learned in *TR* will serve you well here. But what if you never played *TR*? Don't worry, Core has kindly added another training mode for newbies to get up to speed on Miss Croft's abilities. And just in case you were wondering, there are currently no plans to make *TR2* compatible with Sony's analog pad.






In TR2, Lara has been given a bunch of new weapons to help her fend off the game's many hostile denizens. There's a harpoon gun (for underwater beasties), a pair of automatic pistols (Glock 18s baby!), an M16 assault rifle, and best of all, a grenade launcher that blows enemies into pieces—Broken Helix style!

PREVIEW

PlayStation

DEVELOPER - CORE	# OF PLAYERS - 1
PUBLISHER - EIDOS	DIFFICULTY - N/A
FORMAT - CD	AVAILABLE - OCTOBER



KNIGHTMARE
DAMN SHE'S GOT BIG...GUNS





At first glance, the graphics engine also seems very similar to the original—again no bad thing. But look a little closer and you'll soon see the improvements. Smoother animation, more detailed polygon models, larger environments and best of all: real time lighting effects. After checking out this version I can see how the lighting will play a major role in the game, both in terms of aesthetics and gameplay. Looking for a switch in a dark room? Light a flare! Worried about how far down that dark hole goes? Throw a flare in!

I'm really looking forward to *TR2*. I loved the original and this has all the signs of being a great sequel. Check back here next month for a full review by the world's biggest *TR* fan—E.Storm (the only reason he didn't write this preview is because he didn't want to ruin the experience by playing an early version!). ***K***

TOMB RAIDER II

STARRING: LARA CROFT

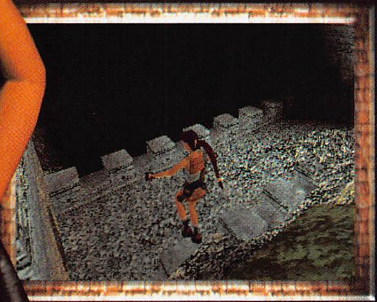


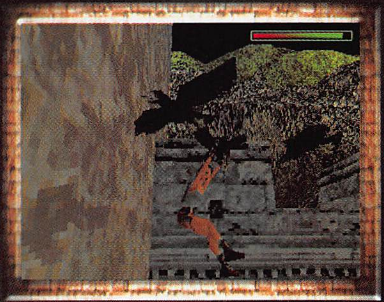


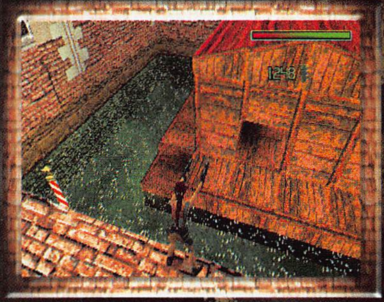



LOCATION #1 - THE GREAT WALL OF CHINA

Hot on the trail of the dagger, Lara starts off in a cavern below the wall and must climb up onto the ramparts to continue the level. Tigers, crows and spiders provide natural opposition, while a masked cult named the Fiama Nera—also out to obtain the dagger—provides the lead. At the end of this section Lara discovers a door locked by a code-wheel mechanism that prevents her from reaching the dagger. Hmmm, what to do...



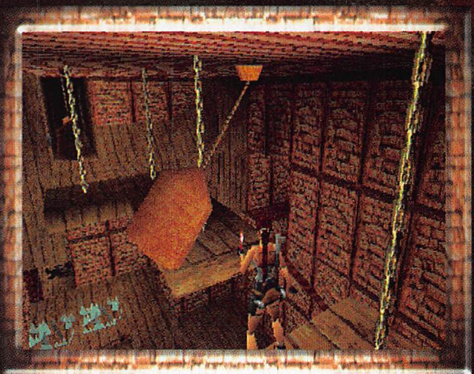


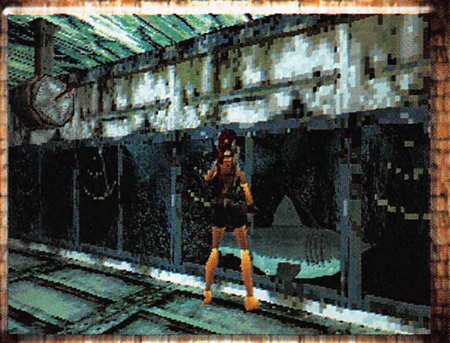
LOCATION #2 - VENICE

In search of clues that might help her understand the code-wheel, Lara travels to Venice and the home of the late magician Gianna Bartoli, a wealthy Italian who spent his life collecting Qin Shihuang's mystical toys. Here she must do battle with rats, guard dogs, and several more members of the Fiama Nera before encountering her new arch enemy—Marco Bartoli, Gianna Bartoli's son. Watch out for the amazing Opera House level in Venice—it'll take your breath away!







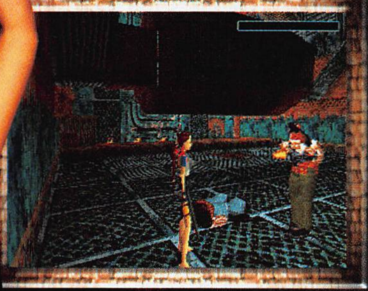






LOCATION #3 - THE SUNKEN SHIP

In Venice, Lara learns that Gianna Bartoli was supposed to have had the solution to the code-wheel on him when the ship he was traveling on sunk. Not one to lose the scent, Lara pours herself into a skin tight wet suit and dives down into the sunken galleon to continue the hunt. The wrecked ship resides on the ocean floor, upside down, and Lara must negotiate the inside of the waterlogged vessel's ceiling whilst doing battle with sharks, eels, barracudas and scuba divers.













LOCATION #4 - TIBET

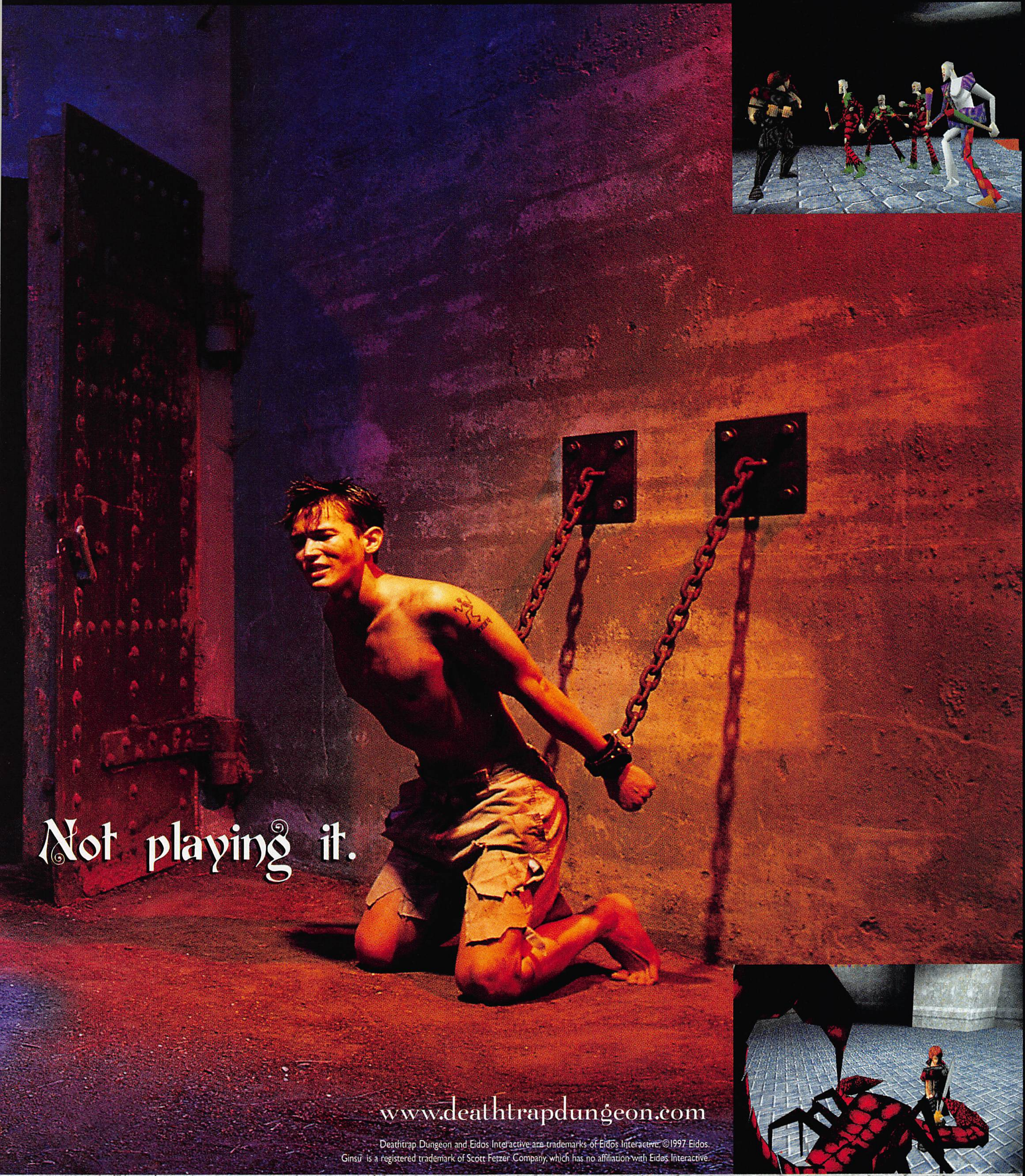
Without giving too much away, Lara must travel to a Monastery high up in the Tibetan mountains for the game's climactic finale. Icy cliffs, giant rolling snowballs, wolves, monks and even yetis provide the opposition, while Lara dons a stylish bomber jacket to keep out the cold. This set of levels feels much more like the original *TR*, with miles of underground caverns to explore and natural hazards to conquer.








There's only
one thing
more torturous
than playing
Deathtrap Dungeon.



the evil priestess who's done you wrong. Because in this cavernous maze of devious traps, it's all about cheating death at every turn, blurring that fine line between pleasure and pain. And just when you think you can't take it anymore, consider the alternative.

PC CD

PlayStation

EIDOS
INTERACTIVE
You've been warned.

RESIDENT EVIL 2

TRIAL VERSION

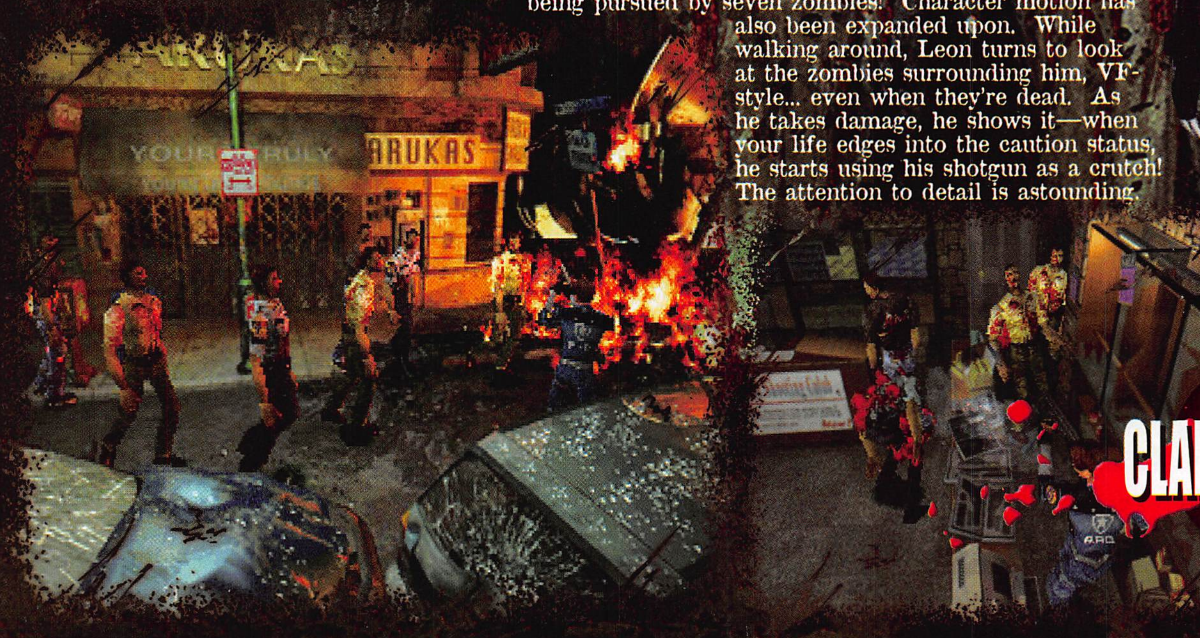


SURVIVAL HORROR COMES TO RACCOON CITY...

Unbelievable. I've just played through the first fifteen minutes or so of Resident Evil 2, in the form of the trial version that comes packed in with Resident Evil: Director's Cut. I had no idea it would turn out this good—sure, I knew it would be great, but... this is ridiculous! Look at the CG quality of these shots... they represent a gigantic leap over the original, leap-frogging even Square's FFVII CG and stepping into the realm of photo-realism. The level of detail is insane—individual desk accessories can be picked out and post-it notes on cash registers can be identified. Nothing has an artificial look; it's almost as if every scene in the game was based on a real location, as the offices and gun shop featured in the demo have a true "lived in" look... there's just no other way to describe it. The amount of scenes that are stored in RAM has been increased, too: In RE1 you'd be lucky to get five angles before the game needed to load again, but in 2 you can get up to sixteen, with no increased load time!

The polygon engine has been vastly improved, as well—RE1's could display a maximum of five human figures on screen, and 2's can display eight. It may not seem like that big of an increase, but just wait until you're being pursued by seven zombies! Character motion has also been expanded upon. While walking around, Leon turns to look at the zombies surrounding him, VF-style... even when they're dead. As he takes damage, he shows it—when your life edges into the caution status, he starts using his shotgun as a crutch! The attention to detail is astounding.







CLAIRE REDFIELD





Yes, Capcom, that's the idea! Pack this demo in with Director's Cut and soon you'll have...



Zombies, too, can now die in various spectacular ways, the most hardcore of which has to be getting shot in half, leaving but a torso crawling around. Zombie variety has been increased, too—in fifteen minutes of gameplay you encounter six fully different zombies... even a female one!

RE2's audio has also taken a leap ahead. The PCM quality has been increased to untold levels, and there are already a great many more ambient, cinematic music tracks than there were in RE1.





(By the way, if you were one of the skillsmasters who thought the B-movie acting in the original was choice, 2 will not be disappoint you.)

If there's one complaint I can level against this trial version, it's that the items in the sub-screen are no longer polygonal models, just pictures. It's a small problem, but it was so cool to be able to examine each new item you got in the original from every angle.

I can't say much more about the demo without ruining its twists and turns, but please, take it from me: You owe yourself to play this demo. Buy Director's Cut, if only for this... it's definitely worth the price of admission. Plus, the disc has an hour-long playable demo of Mega Man Neo on it, for doubly mad respect. Now the real waiting begins... Early '98, 2 CDs... Resident Evil 2 will rock beyond all before it. NR

CHRIS REDFIELD'S DAILY REPORT - EXCERPT

August 8th, 1998

I met with the chief of police again today, and, as usual, he didn't believe a word I said. I have no doubts about what I saw in that mansion: Umbrella was experimenting with the T-Virus there. When humans are infected with the T-virus, they become... well, like zombies. There's no other way to describe it.

And, of course, since the mansion and everything around it exploded, there's no way to prove anything. Does the chief think me, Jill, Barry and Brad had a combined mass hallucination? How can he explain the deaths of all our other team members? Not to mention the fact that the people who work at Umbrella's drug factory here in Raccoon City are too scared to open their mouths...

What can I do?

August 17th, 1998

There've been a lot of strange incidents recently... People are coming into the station to report that they saw "monsters" roaming the streets the night before, and the number of citizens coming forward is increasing daily. Umbrella's on the move again.

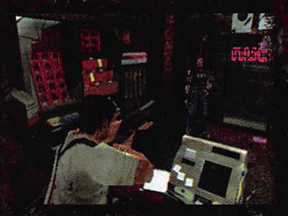
August 24th, 1998

I've been working hard with Jill and Barry, and we've finally come up with some new information. It seems that Umbrella's abandoned the T-Virus in favor of a new, experimental "G-Virus." How could anything be better (or should I say 'worse') than the T-Virus? What is this G-Virus?

We three agree that our next course of action is to fly to Umbrella's headquarters in Europe under a veil of absolute top secrecy. I won't be able to call my little sister, or ever let her know where I am...

Please forgive me, Claire.

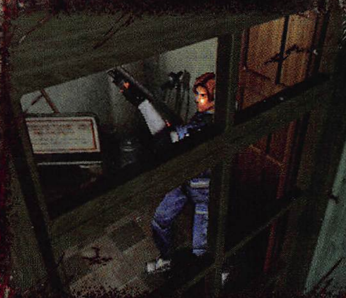








ALL SHOTS FROM THE RE2 DEMO PACKED WITH RE: DIRECTOR'S CUT!









LEON S. KENNED

R REVIEW

PlayStation

DEVELOPER - CAPCOM	# OF PLAYERS - 1
PUBLISHER - CAPCOM	DIFFICULTY - ADJUSTABLE
FORMAT - 1 CD	AVAILABLE - SEPT. (TRIAL VER.)



NICK ROX
Elza...! What happened to Elza!? Elza Walker, where are youuuuu...







SHADOW MASTER

Inspired by the work of renowned fantasy artist Rodney Mathews (well, renowned in the UK anyway), Shadow Masters is an all new 3D blaster from 'so hot they're cool' Psygnosis and HammerHead software (previously known as Tales Two), a new developer made up of key staff members from Travellers Tales.

The story in Shadow Master revolves around an alien dictator (the 'Shadow Master') who has been fighting an inter-galactic war for thousands of years. Having run out of resources, he sends his forces to your system to get them, and that's bad news. It's nothing personal—he just wants to enslave and execute anyone that gets in his way. Obviously he has to be stopped, and that's where you come in...

"...real-time light sourcing and tons of polygon-intensive enemies..."

Taking control of a heavily-armed battlecraft you must travel from planet to planet (there are 7 worlds and 16 missions in total) engaging the Shadow Master's forces before finally confronting the Shadow Master himself on his homeworld.

The game plays like a cross between Tunnel B1 and Quake, with your craft controlling a lot like a buggy (ie. realistic momentum) with the ability to strafe. The graphics are already looking gorgeous (real-time light sourcing and tons of polygon-intensive enemies all at a constant 30+ fps) and Hammerhead promises explosive action at a level of intensity never before seen in the genre. Since there is little exploration, the emphasis is placed firmly on combat, and lots of it. Shadow Masters shows a lot of potential, and rest assured, we'll be here to tell you about it. *K*









P PREVIEW

PlayStation

DEVELOPER - HAMMERHEAD

PUBLISHER - PSYGNOSIS

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - N/A

AVAILABLE - WINTER



KNIGHTMARE
What do you mean, "Who's Rodney Mathews?!?"



KIDS TO ADULTS
K-A
CONTENT RATED BY
ESRB
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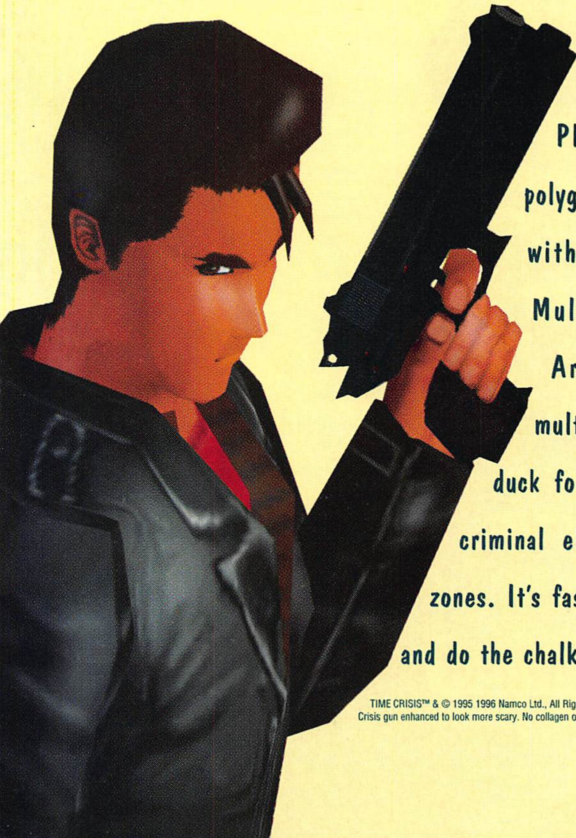
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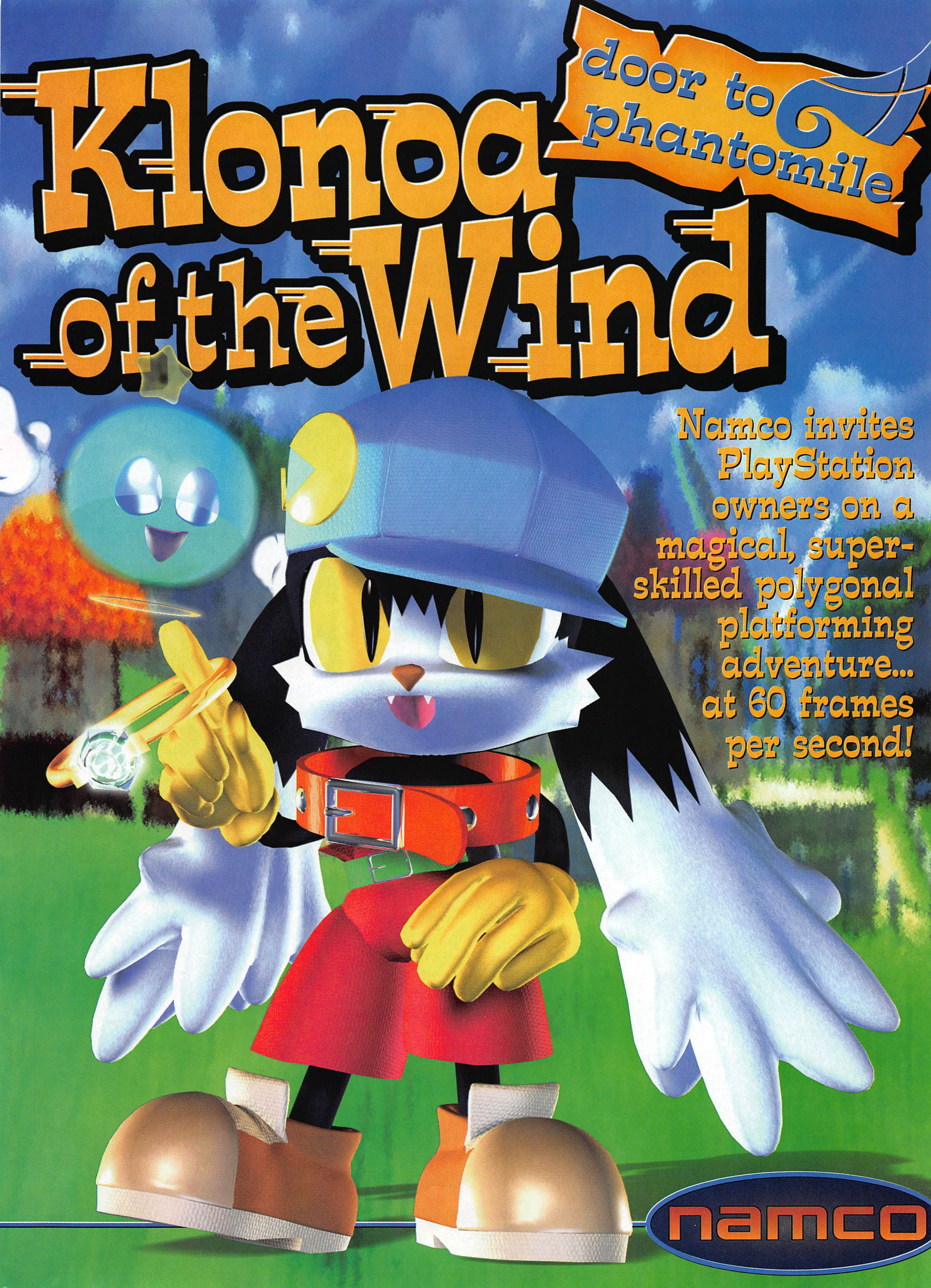


GUNCON FOR USE WITH SOFTWARE THAT DISPLAYS THE GUNCON ICON.

TEEN AGES 13+ CONTENT RATED BY ESRB

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Klonoa of the Wind
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How long has it been since you've played a side-scrolling, classic-gameplay, Japanese wünderkind on PlayStation? Eh? Eh? I bet it's been quite a long while, unless you've selected the odd import here and there. But I'm talking about a REAL wünderkind.

"Wünderkind." The word is Teutonic in origin, but the concept is not. Uh, well, actually, I haven't a clue what "wünderkind" means, but I'm pretty sure it means something really, really, really great... and that's exactly what Namco's Klonoa of the Wind is.

The initial comparison that most will make with Klonoa is to Crystal Dynamics' Pandemonium. Sure, it's a 2D-gameplay (though there's a fair share of z-axis mania to be had, as well) platformer in a twisting and turning polygonal world, but there are a few major differences: first and foremost, Klonoa is 60 frames per second, more than double that of Pandemonium. Second, the environs are larger, and third... uh... Klonoa's just cooler.

Way cooler. Just look at him—character design[10]!! It's all about respecting your roots by putting a Pac-Man badge on Klonoa's hat. Wait until you see li'l Klonoa romping around with his bubble-like pal Hyupo in the mind-flaying (What else would one expect from Namco?) CG intro... he's instantly likable. Namco has a potential mascot here, I'd wager.

I now realize I've been rambling. Magazine crunch times have a way of doing that to



Classic, old-school game-play + 90's Poly-Skills!!

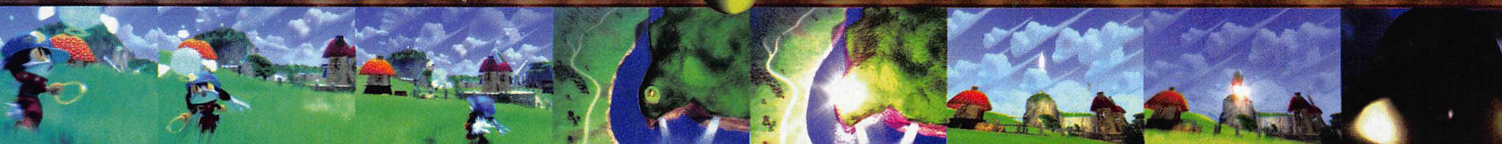






Klono[a] of the W[ind]







you. Anyway, let's get back to the game: Klonoa doesn't add much innovation in the realm of actual gameplay, but rather builds a, for lack of a less fruits-based word, delightful world around tried-and-true gameplay with lush, luscious, luxuriant graphics (they may not look all that virtuoso in stills, but see them moving and you'll be amazed) and a truly excellent soundtrack of the highest quality, full of unusual and unorthodox instruments.



While on the subject of sound, allow me to mention Klonoa's innovative and at times hilarious Puppet DISP. System. Though I've got no idea what the "DISP." refers to, this is a system of synching up voice with the text that appears on screen during the many cinema scenes. "Wow, skilled," you're probably saying, "I didn't see that way back in C+C Music Factory: Make My Video for the Sega-CD, nope." Ah, but what you don't know is that the wacked-out voice you're treated to is in no language ever heard before. It's the weird and wonderful (...wünderful...?) patois of Klonoa's world, the stuffed animal's argot. Wow, you must think I'm really nuts. Don't worry, I'm beginning to think that myself... but there's no way to accurately describe the Puppet DISP. System, you'll just have to experience it for yourself.

I've got so much more to say about Klonoa, but this is only the first of what will surely be several previews before the game is released at the end of the year. I must say, however, that even this early in development that Klonoa of the Wind: Door to Phantomile is a game that I highly anticipate. It's been far too long since a game like this came along (the last game that had this feeling was perhaps Sega's Astal) and I look forward to it very much.

NR

PREVIEW PlayStation

DEVELOPER - NAMCO

PUBLISHER - NAMCO

FORMAT - 1 CD

OF PLAYERS - 1

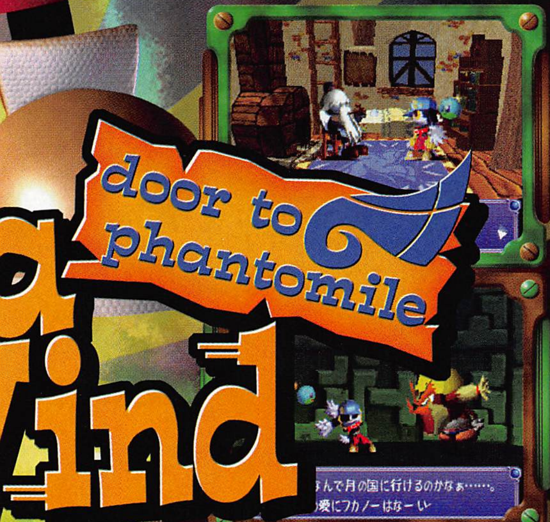
DIFFICULTY - INTERMEDIATE

AVAILABLE - ???



NICK









PREVIEW

PlayStation

DEVELOPER - NAUGHTY DOG	# OF PLAYERS - 1
PUBLISHER - SONY	DIFFICULTY - INTERMEDIATE
FORMAT - CD	AVAILABLE - NOVEMBER



E. STORM
This is a Bandicoot reborn! Hallelujah!

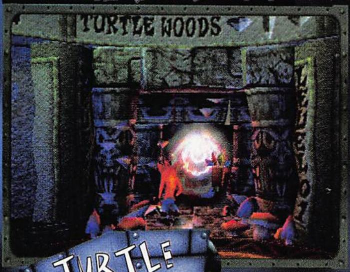
WALK
RUN
SLIDE
SNIFF
SPIN
RIDE
FLY
HI JUMP
BELLY FLOP
DIG
CRASH!!



Last year I was bold enough to give the revolutionary *Crash Bandicoot* a perfect 100. I did so because besides being the best looking game I'd ever seen, it played exactly as a pure platformer should. The game was impeccably tweaked, had a truly inspired cast of villains, and for those who craved a challenge, to achieve all the game had to offer was quite a feat. For me it was the next step in the platform evolution after the original *EWJ* (also a groundbreaking platformer, also a 100 for its time, in my opinion). Now, nearly a year after the original, (which is still selling well worldwide) after only 13 months of tireless game making the folks at Naughty Dog have crafted the ultimate sequel. Everything I loved is back and everything the critics didn't has been added, namely, more moves and diversity, available memory card save anytime, and a more gradual learning curve. *Crash 2* is still a skills-based affair but it's kinder at the same time, actually adjusting to the players skill level. For instance, if you have difficulty with a certain section and are near the end on your last life, nearby crates that would otherwise bear only fruit will contain an extra life. All new for '97, Crash has a vast array of cool new moves (you'll see 'em all right here) in a game that is not only more diverse but superlatively produced (it's damn clever). This, my first hands-on preview, was conducted with no bosses in place and many hidden areas not functioning, so any comment as to the overall staying power and continuity of *Crash 2* will have to wait until next month's review. But I can tell you this, graphically it's better (I know it seems impossible, but it is) the music (by the same guy) is better, the new story is diabolically delicious, and the new stuff simply exemplifies all that is pure platforming prowess.

Here it comes, world, prepare yourselves....













LAST YEAR'S GREATEST ACTION HERO RETURNS WITH A BRAND NEW BAG OF TRICKS AND LOOKS THAT KILL








Spiky Turtles inhabit The Turtle Woods, which Crash must attack from above. Other enemies will require sliding and still others, either/or. This is a purty place and Crash wishes he'd packed a lunch but if he's gonna save Coco it's time to get movin'.
You get to wade through some really cool mud, too!

Crash's new belly flop is both happy and effective!!

SNOW GO

Pictured left, the green box marked with the exclamation point turns off all the nitro crates (they kill you instantly when touched by the way). Directly left, look closely behind Crash and you'll spot a hidden box way up high. Crash ice skates with all the grace of a one-legged man at an ass-kicking contest so be careful. Don't you eat that yellow snow either, yuck!

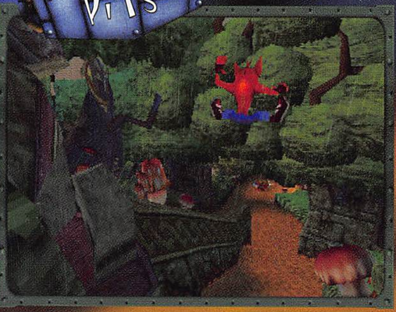








THE PITS



Besides a split in the road (fully explore this region—it leads to the crystal) and new enemies like low flyin' parrots and saw-blade turtles, it's raining here, and man, does it look awesome. Oh yeah, watch out, there's pits everywhere.




HANG EIGHT





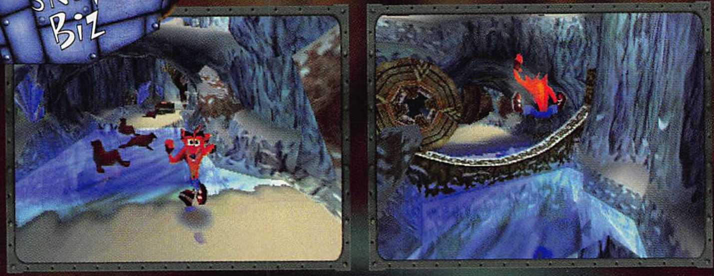


"GRAPHICALLY THIS GAME SHOULDN'T EXIST, IT'S A SCIENTIFIC IMPOSSIBILITY"
-MODERN BANDICOOT MAGAZINE

Crash Dash



Snow Biz



Diggin' It



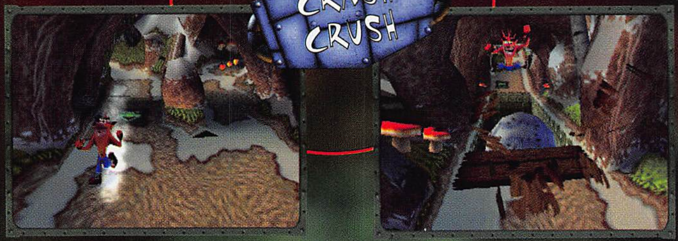
Can you dig it? I certainly hope so because after your introduction to this new technique, you will be tested. Soon, the perfectly timed dive will become your only means of survival. Oh yeah, Crash is allergic to bees.



Crash Crush



Don't fall off your stool ladies and gents but this is actually a moving game. Yep, besides a secret split in the road which uncovers one of many secrets and new enemies (you gotta' slide) The pits are just freakin' gorgeous.



Air Crash

Time to find the happy spot people, yet another ingenious morsel for the brave. Pictured center, it'll whisk you off to a joy-filled place.



The Eel Deal



While Crash is hangin' he can lift his butt to avoid stuff and of course, spin. Crash didn't have an accident, that yellow water's being sparked by a pesky Eel. I can't believe you thought that.



Bear It



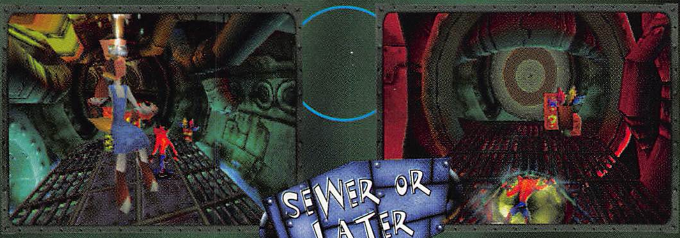
Crash is happiest when riding. Be it a donkey or a lil' bear he digs the feeling. These stages are now a lot tougher, laced with TNT, hard to reach crates and (gulp) Nitro!



Plant Food



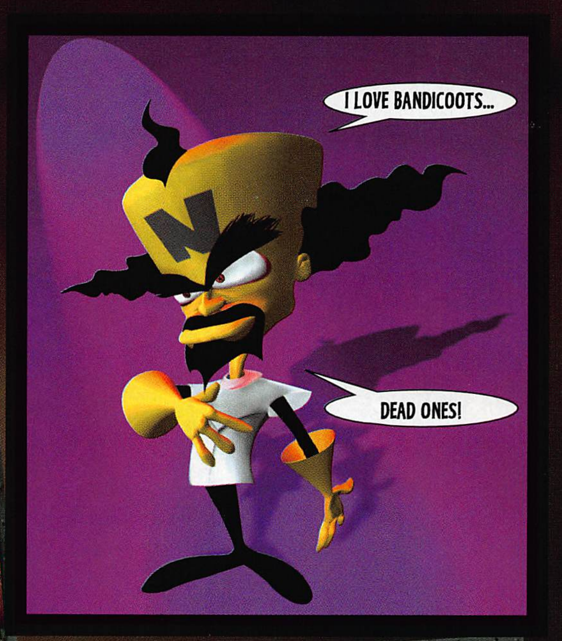
Sewer or Later

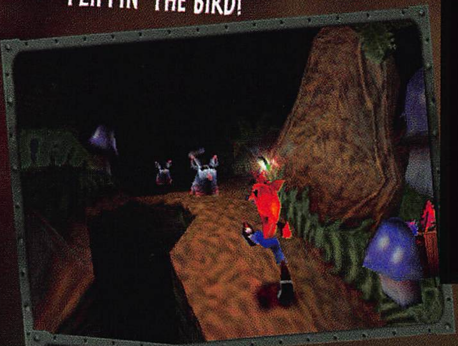






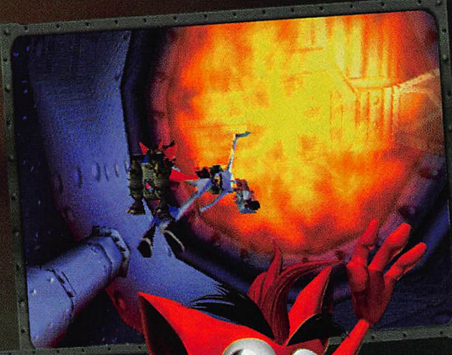
FLIPPIN' THE BIRD!



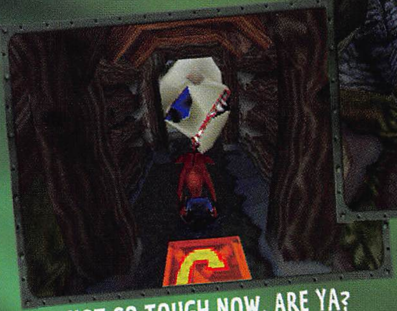




OH THIS IS JUST SWELL!







NOT SO TOUGH NOW, ARE YA?

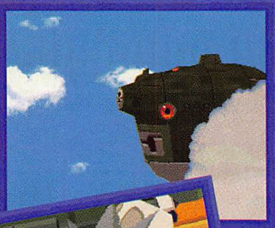


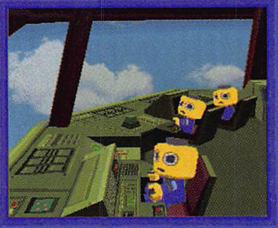


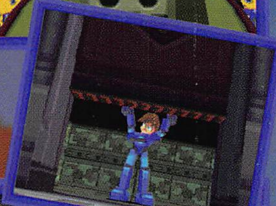
CRASH'S SISTER, COCO. WELL, HER HEAD.

BANDICOOT'S ARE DANGEROUS, VILE CREATURES. THEY HAVE BECOME A PUBLIC NUISANCE. I THINK WE SHOULD EAT THEM... LIKE CHICKENS!

PLUMBER'S JOURNAL FOR THE PRESERVATION OF ANCIENT TECHNOLOGY

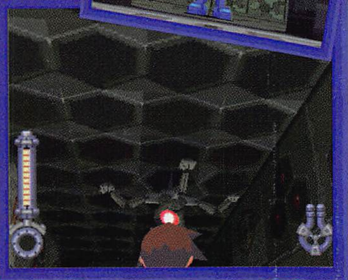


AN UN-NAMED SKY PIRATE, HIS MINIONS, AND HIS UNDERLING, TORON, SET SAIL FOR CATTLEOX ISLAND FOR A LITTLE THIEVERY. SOON AFTER, MEGAMAN AND FRIENDS CRASH ON THE VERY SAME ISLAND...



ロックマン NEO 体験版

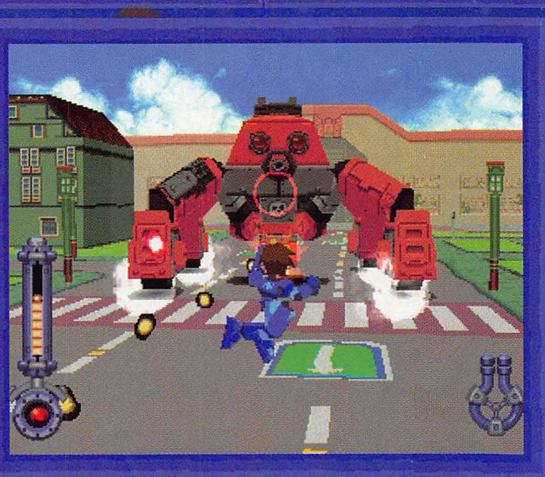
Who but Capcom to create a 3D polygonal game with the simplistic realism of those hand drawn? During a recent press tour focused mainly on the unveiling of the superlative *Resident Evil 2* (a life-altering game experience), Capcom whipped out this little gem which has taken on an entirely new look since its unveiling at the E3. For starters, much of the game is set up through impressive real time cinemas complete with full speech and excellent cinematography. The action itself is a mixture similar to that found in *Zelda* and *Goemon 64*. Huge landscapes and massive towns make way to 3D action levels which, at present, consist of mainly corridors. The player looks from behind MM and

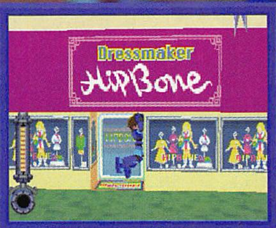







can move in any direction by using the D-pad to move forward, backward, left and right. L and R turn the level to face in the required direction and off you go. A secondary control setup allows the D-pad to turn the level and L & R to run right and left. Choose the first. There's no word yet whether every action level will be corridor based (they do lead to massive rooms and landings) but based on the demo I believe huge open environments such as the one at right (where MM squares off against Loron for the first time) will be prevalent as well. I say this because this spectacular engine allows





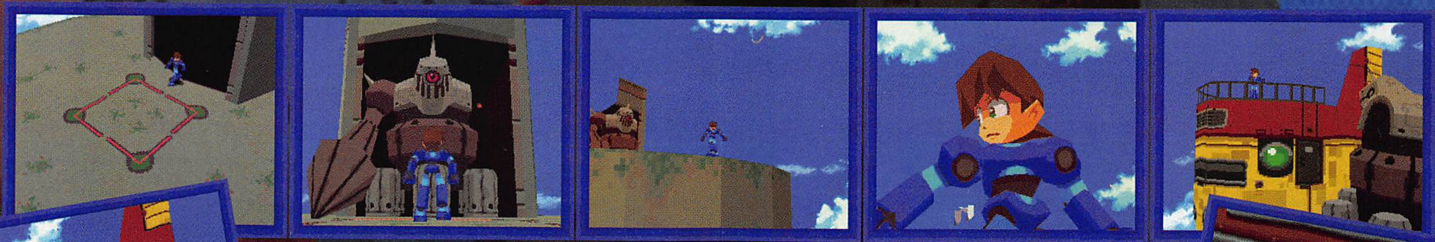
P PREVIEW

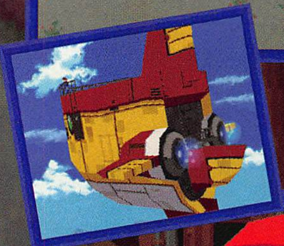
PlayStation

DEVELOPER - CAPCOM	# OF PLAYERS - 1
PUBLISHER - CAPCOM	DIFFICULTY - INTERMEDIATE
FORMAT - CD	AVAILABLE - TBA



E. STORM
Capcom makes the transition from 2D to 3D with super-skills and a hand drawn look!!







TOP AND BOTTOM: NEO FEATURES REAL TIME CINEMAS WITH FULL SPEECH AND FLAWLESS ANIMATION.
IT'S LIKE WATCHING A 3D ANIME BETWEEN ACTION SCENARIOS!



the player to see farther into the horizon than any other PS 3D to date. The simplicity of the polygons allows them to display quite a bit more. The trade-off, usually flat shading or simple gouraud shading is usually painful, but with the hand drawn technique in place the game looks as rich as one completely texture mapped. In the event MegaMan slips behind a polygonal object, it goes transparent rather than attempting to constantly adjust the camera. You do much of the camera work in this game, at least thus far in the development. You'll get no complaints from me. *Neo* is one of the most original and event filled 3D adventures I've seen this year. I just hope they add more platforming as the demo's main play mechanic was shooting. I'm quite certain they will, I mean, after all, it's MegaMan.



Capcom couldn't say exactly when *Neo* would hit here in the States although the simple fact that it's coming at all will suffice for now. The game's tagged for a '97 release in Japan and will require quite a lengthy localization, especially if Capcom hires voice actors (which I assume they will) to preserve the game's cinematic structure.

I'll have updates and continuing reports as they become available along with extensive coverage in the months ahead. ***ES***

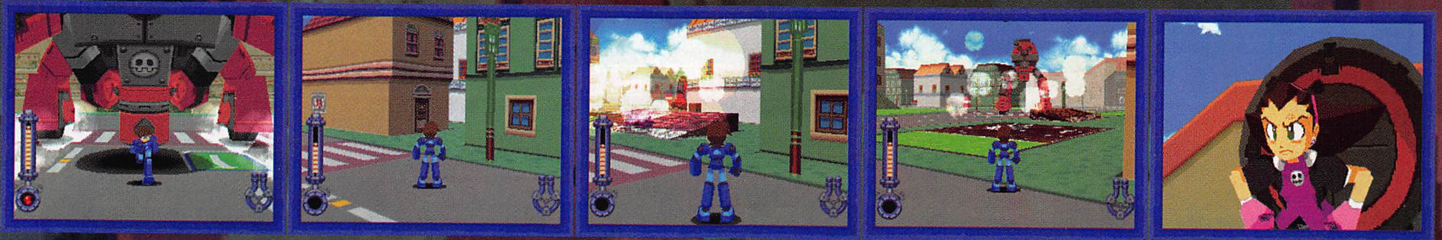








BELOW, MEGAMAN DUCKS BEHIND A ROW OF HOUSES ONLY TO HAVE THE HUGE PURSUING MECH DESTROY THEM IN ORDER TO GET A CLEAN SHOT. THE AREA ITSELF IS HUGE AND YOU CAN ALWAYS SEE FROM ONE END TO THE OTHER.








Test Drive 4





I've always been a big fan of the *Test Drive* series. Each game has always had the coolest tracks, the fastest, most popular cars around, and excellent options. With each sequel they keep getting better, too. Through *TD* and *TD2*'s rudimentary first-steps, to *TD3*'s massive leap, the staple of this series has always been progression. Progression of graphics—*TD3* was one of the pioneers of polygonal racing on PC, and progression of gameplay—incredible driving physics, control, and the choice selection of fine automobiles. And with *TD4* this tradition of progress continues. Accolade's latest racer, previewed here for the PS, casts a new mold for the racer that could. It's become streamlined, polished into a roaring fast polygonal beast, and absolutely screams with intensity.

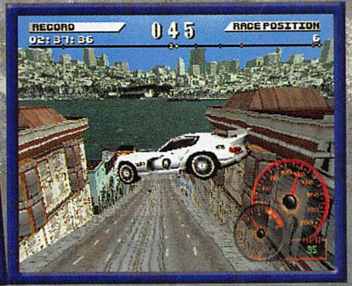


For the first time ever in the series, an arcade-like approach (as opposed to a simulation approach) has been taken in *TD4*'s design. But fear not, Accolade hasn't forgotten the spirit of the series. *TD4* includes an awesome collection of exotics for your test driving enjoyment. The Jag XJ220, Dodge Viper, Porsche, 'Vette, and even a classic 'Cuda are at your disposal. Each realistically modeled and designed after their real-life counterparts, right up to the 'Cuda's rocky handling and the Jag's ferocious acceleration. And this time around, racing down highways in a rocket actually feels like it should. Your competitors drive just as maniacally as you. Cops roam the freeways, always ready to end your race should you bail in their vicinity. And the tracks are really fast this time around, blessing the gameplay with a *Cannonball Run*-type of balls-out intensity.



They're great looking tracks too. Big roadside detail, gorgeous lighting effects, and clipping that has either been eliminated altogether or pushed back well beyond the range of distraction. All accomplished through a unique, streaming (*Crash*-style) engine, *TD4* loads great big chunks of track a few times every race, so that active polygons are only spent on the cars themselves and fragments of track at a time. Great idea. The end result? Excellent 30 fps frame rates and unbelievable speed, with no sacrifice to detail. The three playable tracks thus far—a country track, a San Francisco cityscape, and a snowy mountain course—are loaded with graphic touches and complimented by excellent design (I especially like the BIG air and cool straightaways through traffic in San Fran). They're long courses too, thanks to the streaming technique.

The game is already analog compatible, using both sticks (one steers, the other runs the throttle and brakes). Very accurate, and very impressive. And *Test Drive 4* is still an early beta, so there's much more to be looking forward to. We'll keep you updated. *G*



P PREVIEW | PlayStation

DEVELOPER - REFLECTIONS	# OF PLAYERS - 1-2
PUBLISHER - ACCOLADE	DIFFICULTY - EASY
FORMAT - CD	AVAILABLE - 4TH QTR '97



GLITCH
Vrooom, heh heh, vroom! Vroom, vroom, heh heh...



NOW, WAYNE GRETZKY CAN FACE
WHAT OVER 600 NHL® PLAYERS FEAR MOST.
HIMSELF.
The NHL® & NHLPA™ Present
WAYNE GRETZKY'S '98 3D HOCKEY
AS REAL AS IT GETS WITHOUT LACING UP.
He holds more career records than any player in NHL history. And we took his speed, moves and cunning and put them right into Gretzky's '98 3D Hockey. It's not just a game. It's an NHL war zone, with active trading, player stat cards and a new, advanced simulation mode that even the real Gretzky could have a hard time beating. Wanna piece of it? Get in line. It's hittin' the ice in November.
NHLPA
MIDWAY
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB
NINTENDO 64
PlayStation
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Did you ever see *Waterworld*? You know, that rather large flop at the box office, starring old Kev Costner? Come on, you remember... It cost, like three trillion bucks to produce and although it was pretty crap, the idea wasn't all that bad... Well, this latest title from Psygnosis seems to be a big fan of the scenario behind the aforementioned movie. It combines a number of different themes, such as 'Ye Olde Shipwrecked Islands,' weird new technologies (floating towns and steam-driven contraptions) and hideous sea monsters that wouldn't look out of place in *Moby Dick*. Now take Micro Machines and replace the dinky little cars with a funky little pirate galleon, and then create sixteen wonderful, watery levels of exploration, fill the levels full of treasure chests and get a bunch of comedy pirates to retrieve the loot... then you have got yourself *Shipwrecked*. In all honesty, I was more than a little dubious about this game when I first saw it, but after a while, it kinda grew on me... a bit like a limpet actually.

The aim of the game is to circumnavigate the different stages in order to collect your lost pirate booty. Along the way you'll encounter ghostly pirate ships, large ugly crustaceans, bizarre flying machines and all manner of nasty sea dwelling critters than are bent on sending you to a watery grave. But all is not lost. Your rather splendid little ship is able to pick up many different weapons such as mines, flame throwers, cannons and even depth charges that can be used to see off any intruders. You will also be required to overwhelm various sea ports and claim them in the name of decent, honest piracy by giving the occupants both barrels. The levels are incredibly detailed and there are gorgeous water and mist effects and a whole host of secret areas to be enjoyed. The spot fx and music are excellent and are very reminiscent of my childhood days spent watching *Captain Pugwash*! A few gripes I have with this title are that when the screen is full of action, the frame rate can struggle quite badly, and also some of the later levels are just a little too tough. Having said this, the overall feel of the game is pleasant and there are some truly evil bosses to overthrow. So, while it's not the best game in the world, you might want to stretch your sea legs and give it a whirl(pool). It's certainly a naval experience! **G**



















SHIPWRECKERS







Yo-ho-ho and a bottle of napalm!

R REVIEW

PlayStation

DEVELOPER - PSYGNOSIS

PUBLISHER - PSYGNOSIS

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - ADJUSTABLE

AVAILABLE - FALL



THE GUVNOR
Come fondle my treasure trove!

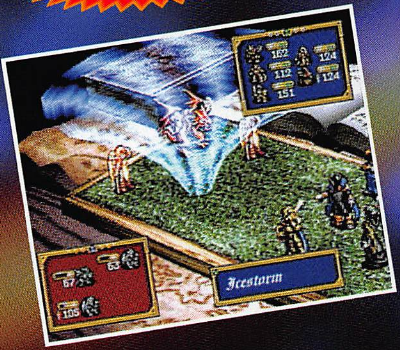
Evil Never Sleeps. And Now Neither Will You.



Ogre Battle™

Limited Edition

Available Exclusively For The PlayStation™ Game Console

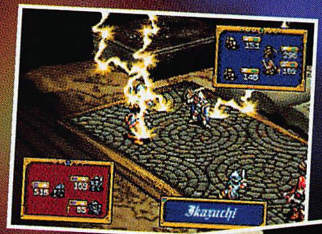


An enhanced version of the popular 16 bit title - now impossible to find! Ogre Battle: The March of the Black Queen features improved graphics, additional musical scores, and we have even redone the spells to look even better than the original version!

Command your army through the Zenobian Empire and reclaim the continent! Along the way, recruit additional characters to join your quest. Once in control, will you hand over power to the rightful ruler or keep the continent for yourself?

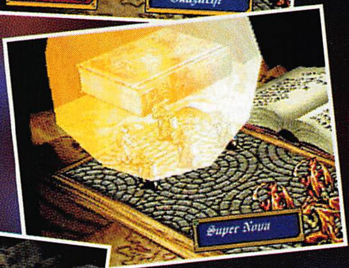
Only you can decide!

A proven hit! The name says it all!



UNIQUE FEATURES

- COMMAND 75 DIFFERENT TYPES OF CHARACTERS!
- 13 POSSIBLE ENDINGS ENHANCE REPLAY VALUE.
- NON-LINEAR GAMEPLAY.
- HAVE THE OPPORTUNITY TO BE EITHER GOOD, NEUTRAL OR EVIL!
- THIS LIMITED EDITION TAKES OGRE BATTLE TO A WHOLE NEW LEVEL OF 32 BIT GAMEPLAY!



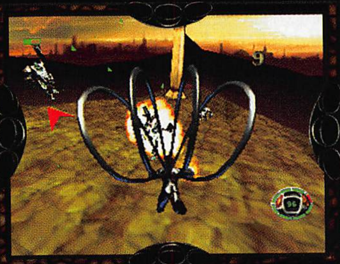
"One of the All-time great Stategy/RPG's"
(PSExtreme)



"...Ogre Battle has Solid Seller emblazoned on it."
(Video Game Advisor—April, 1997)

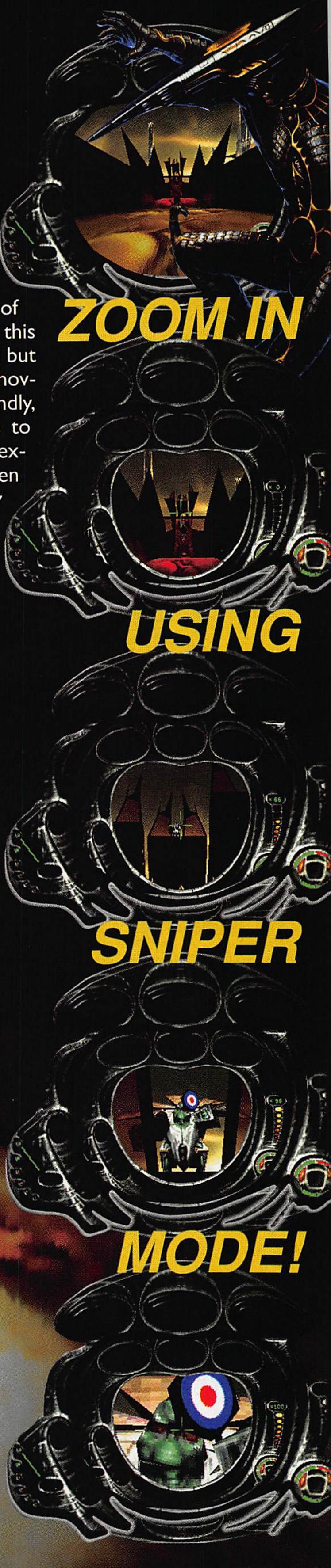
ATLUS® KIDS TO ADULTS K-A CONTENT RATED BY ESRB RPG/SIM PlayStation

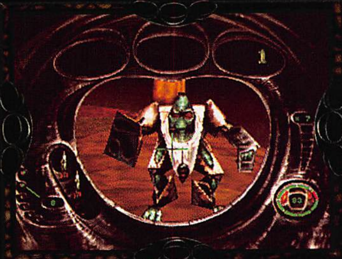
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I'll be honest: I didn't think Neversoft was going to pull it off. The last *MDK* preview disc we saw played OK, but it only captured a fraction of the PC version's graphical splendor. Well, I'm happy to report that this new preview version is a 100% improvement. It's still only the first level but things are looking considerably better. For a start the frame rate is up, hovering constantly around the 30 mark even in the large arenas. Secondly, Neversoft has gone in and software mip-mapped the floor textures to remove the horrible pixelation seen in the last version. The enemy textures are better, the asynchronous loading is working properly... heck, even the sniper mode bullet cams are functioning! Needless to say, I'm very impressed. If work continues at this pace we could be looking at a landmark translation. *K*







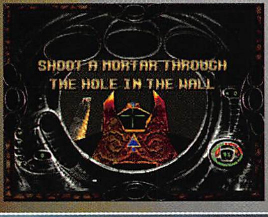


PS EXCLUSIVE!

PS owners get a few goodies exclusive to the home version of MDK. A redbook soundtrack (remixed versions of Tommy T's cool PC tunes), analog control, and best of all, secret arenas. On top of the 70+ arenas of the PC version, Neversoft has added a bunch of hidden warps that take you to all new arenas where you can earn power-ups. There's one right at the start of the game!

MDK









UPDATE

PlayStation

DEVELOPER - NEVERSOFT	# OF PLAYERS - 1
PUBLISHER - INTERPLAY	DIFFICULTY - INTERMEDIATE
FORMAT - CD	AVAILABLE - NOVEMBER



KNIGHTMARE
Coming along nicely. I'm impressed...



"SAY HELLO TO MY LITTLE FRIENDS"
AEROFIGHTERS ASSAULT™
YOU WANT TO BE A HERO? DOGFIGHT BOGIES AND BOSSES OR GO HEAD-TO-HEAD IN TWO-PLAYER COMBAT IN STUNNING GRAPHIC ENVIRONMENTS TO SAVE THE EARTH YET AGAIN. THERE'S 10 LEVELS OF FAST ACTION THAT DEMANDS FAST REACTION. JOIN THE BATTLE IN THE ONLY GAME THAT MATTERS.
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB
Designed For N64 Rumble Pak™
VIDEO SYSTEM
PARADIGM ENTERTAINMENT™
NINTENDO 64
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Jet Moto 2



Those of you who read GF on a regular basis know me as the sort that takes apart racing titles. But not your normal, every-day titles like Ridge Racer or Daytona. Oh, no. It takes something a little uh, strange, to get my attention... (Choro Q, anyone?) Nevertheless, it still came as something of a surprise to me when a little game known as Jet Moto held me in its grasp for the duration of about five days, refusing to let me live a normal life until I had wrung each of its 9 codes from its grasp by beating it in just about every imaginable way... Now, it seems, my spare time is about to vanish once more, as Jet Moto 2 is poised and soon to be released. (This time, I'll have the foresight to pay my bills before popping it into my PS.)

Jet Moto 2 is, at this early point, both a bit of an upgrade and a bit more-of-the-same. The "upgrade" is the style of the whole game, which continues the feel of the first, but somehow looks more retro and modern at the same time. The front-end art is phenomenally done; the selection screens are beautiful. Also improved are the excellent drawings of each character, and, although they weren't in yet, I'm sure each will feature a full-screen version at season's end.

And now the "more of the same" part of the game... I was a bit disappointed to see that the graphics (at least at this point, fingers crossed) aren't a great leap from the first. Although they've been tweaked here and there, and there are new uniform designs for each team, there's still a sort of "ragged" look to the game. I would've thought that dropping the total number of riders in each race from 20 to 10, as they've done, would've allowed for more detail being given to the bikes, but it appears they've opted to increase the variety of the trackside detail instead, which is not entirely a bad thing...

The biggest disappointment, for me, is the soundtrack. I used to bring the game to work, just to put it in my CD player, and listen all day to the awesome surf/lounge-ish tunes. But alas, JM2 uses more fast, heavy, rockin' cuts, which are still quite good, just not as... appropriate.

To be fair, though, all of this may change, as it's still quite early in development, and I'll remain optimistic. After all, with the amount of sleep I missed with the first, I'm sure JM2's gonna kick! R



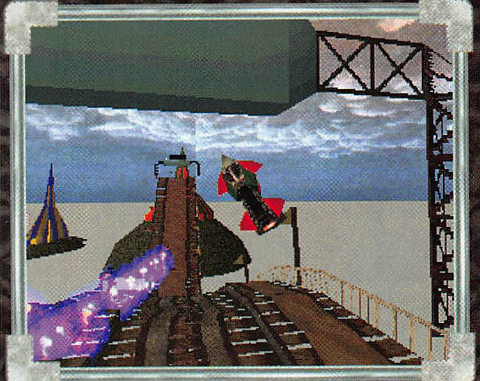





The most dramatic difference between the first Jet Moto and the sequel is the tracks. If you thought the tracks in the first were impressive (as I did), wait till you get a load of these. One course has you zipping through an abandoned mine (bottom left), another utilizes an old wooden roller coaster as the track surface (bottom right), there's a trek across a National Park, complete with geysers (left), and my personal favorite: A jaunt through post-"the Big One" Los Angeles!! Yep, you'll scream through the earthquake-ravaged streets of Santa Monica (right), the remains of the L.A. River aqueduct system, and even what's left of the nearly submerged L.A. International Airport (below)!!!







PREVIEW

PlayStation

DEVELOPER - SONY	# OF PLAYERS - 1-2
PUBLISHER - SONY	DIFFICULTY - INT.-ADVANCED
FORMAT - CD	AVAILABLE - 4TH QTR. '97

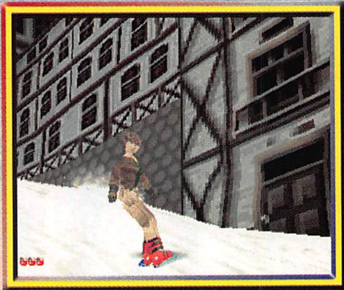


REUBUS
It's all about Wild Ride!


THE OFFICIAL TRANSLATION OF THE #1 ARCADE SMASH!
HEAD TO HEAD FIGHTING ACTION!
ANOTHER CAPCOM BLOCKBUSTER!
MARVEL Comics
MARVEL SUPER HEROES™
PlayStation
SEGA SATURN
NO TRUTH. NO JUSTICE. NO HOLDS BARRED!
It's Super Hero vs. Super-Villain. Super Hero vs. Super Hero. Super-Villain vs. Super-Villain – you get the idea. Now Marvel Comics' most amazing characters battle it out head-to-head on your PlayStation game console and Sega Saturn. Punch-for-punch, an incredible translation of the #1 arcade blockbuster. You'll enter the world of Marvel as your favorite Super Hero or Super-Villain –
Wolverine, Spider-Man, Magneto, Captain America, The Incredible Hulk and many more. Master all their prolific powers, lethal moves and multi-hit combos, with each blow animated in such detail you'll flinch in pain!
Marvel Super Heroes. All other fighting games are mere mortals.
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TEEN AGES 13+ CONTENT RATED BY ESRB
CAPCOM













CoolBoarders 2

UEP Systems returns with the sequel to *CoolBoarders*, one of my favorite PlayStation games to date—and it's an absolute blast to play!!! You may want to get a seat-belt for your favorite game chair, 'cause you'll be twisting and turning in it playing this one!

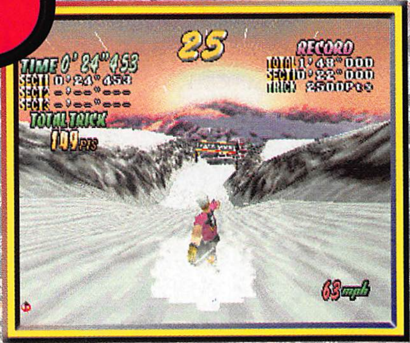
The first *CoolBoarders* featured single-player mode only, on a paltry 5 tracks. This time around, they've included 2 two-player modes, and there are (!) ten tracks, three big air jumps, a master tricks course, a half-pipe, and even a board park—a total of 16 different tracks (I'm hopin' they'll include a hidden downhill or two in the final). Also, now that the L1 and L2 buttons are gettin' into the act, the variety of tricks available has increased dramatically, and the inclusion of the Big Air Master mode (which drills you through the numerous tricks, grabs and combinations), makes it easier to learn.







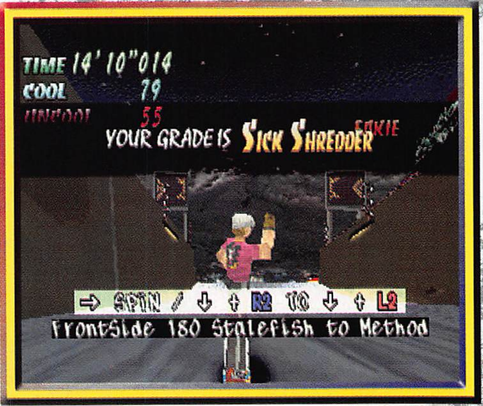




There are four boarders and 9 boards to choose from initially, with varying statistics for response, quickness, power, speed, etc. The competition mode is split into 9 rounds, each of which gives you 2 runs at one of the big air jumps. The combined trick scores from the two big air runs determines the starting order for the the second half of the round, a race down the increasingly-difficult tracks. More than a few times I found myself duffing both tricks and starting 20 seconds behind the leader! Finding the little time-saving short-cuts becomes important if you can't land the tricks! Whether or not those that beat the game on the more difficult levels are rewarded with extra boards or boarders remains to be seen, but with the number of secrets in the first, I'm sure *CoolBoarders 2* will have more than a few surprises (I, for one, hope to see the snowman return to the slopes!).

And as for the nitty-gritty? Well, graphically speaking, this is not a great jump from the first. This version (quite early, by the way) has quite a bit of polygonal breakup—seams everywhere. It's a bit distracting, but I'm sure it'll get cleaned up for the final. The music isn't like the cool twangy stuff from the first, but it is still really good stuff, louder and faster than the first. Suits me just fine... The control has been refined a touch, but is easily accessible for those familiar with the first.

Overall, it looks as though *CoolBoarders 2* will put its predecessor to shame by quite a margin, and considering how much I loved the first, I'm going to be in boardin' heaven when the final hits our offices. When that happens, I'll be back with the review—assuming they can pry me from my PlayStation long enough to get some work done. *R*



The best new feature added in the second CoolBoarders has to be the Big Air Master Mode, a long series of jumps (like 20 minutes long!) which takes you from the easiest of single grabs to the insane combos that earn you big points in competition. Each successful trick earns you extra time. The shot above should give you an indication of the difficulty: 79 Cool, 55 Uncool. Not bad, but I'll keep practicin'! I've yet to reach the bottom!

P PREVIEW

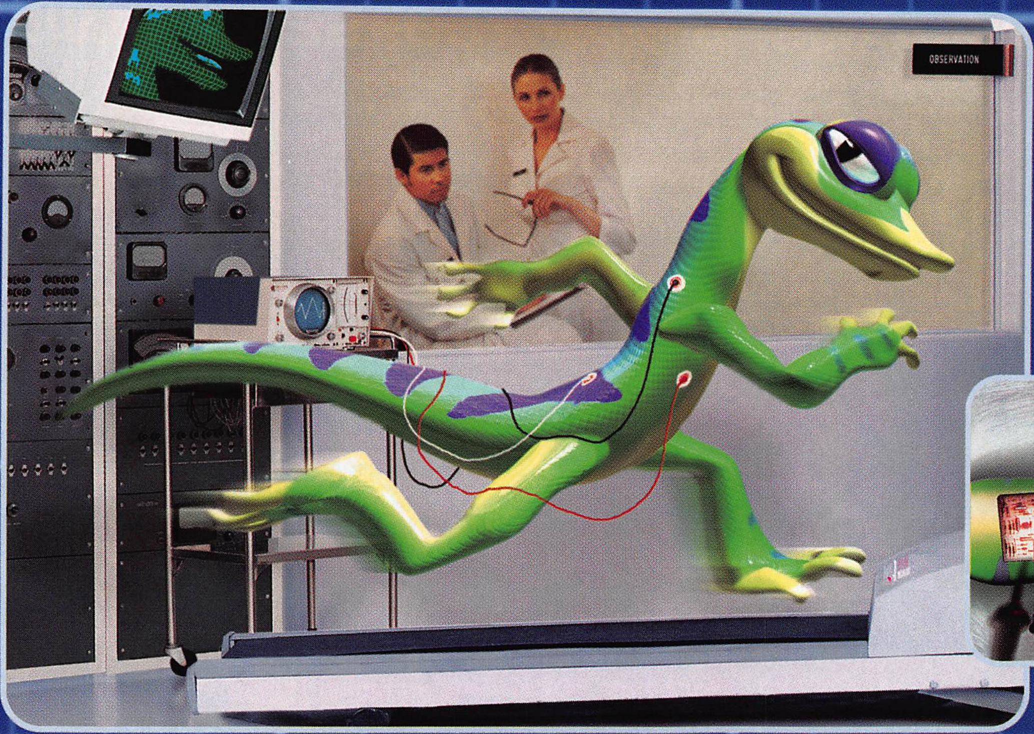
PlayStation

DEVELOPER - UEP SYSTEMS
PUBLISHER - SONY
FORMAT - CD
OF PLAYERS - 1-2
DIFFICULTY - N/A
AVAILABLE - NOVEMBER '97

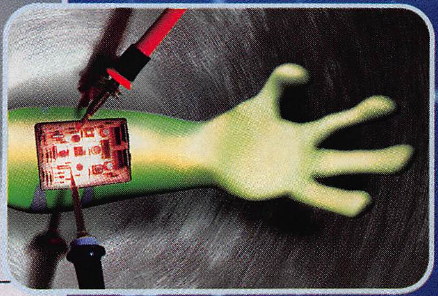


REUBUS
Strap me in! Or should I say down?

WE'VE REBUILT HIM . . . MADE HIM STRONGER . . . FASTER . . . WE HAVE THE TECHNOLOGY

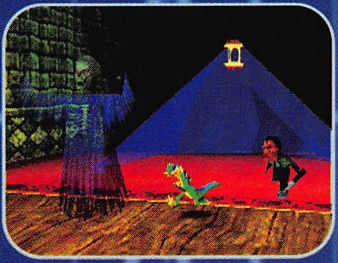


GEX: Enter the Gecko.
360 degrees of "go anywhere you want" 3D EXPLORATION! We're pushing the limits of 3D technology by combining free-roaming gameplay with brilliantly detailed graphics and special effects.



GEX is juiced with over 125 unique moves and 3,400 frames of fluid character animation. HBO® comedian Dana Gould returns as the voice of GEX, lampooning Hollywood's finest with over 500 lip-synched celebrity impressions and smart ass one-liners.









RATING PENDING RP CONTENT RATED BY ESRB

PlayStation™

PC CD-ROM

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CRYSTAL DYNAMICS






FORMULA ONE FANS, STRAP YOURSELVES IN!!!

Psygnosis' update of their immensely playable *Formula 1* is coming along nicely. Formerly titled *F1 '97*, it now carries the more timeless moniker of *Formula 1 Championship Edition*. Just about everything, from the driver and team select screens to the actual car models themselves, has been rethought and tweaked in one form or another. To begin with, the interface is now more streamlined, presenting vital information in a more manageable and intuitive manner, and generally, things are more organized. For instance, in Arcade mode, you are shown the individual performance characteristics of your F1 machine in easy to read bar graphs. Also, the Arcade mode groups tracks into Easy, Medium, and Hard categories, making course selection a breeze.

The Grand Prix mode (this time featuring commentary from both Murray Walker and Martin Brundle—a twelve year F1 veteran) is now more comprehensive and realistic. Naturally,



FORMULA 1 Championship Edition

the courses remain largely unchanged from last year's game (being the wonderfully accurate representations of actual F1 circuits that they are), though they have been updated to reflect safety measures implemented this year by the FOCA. This includes, but is not limited to, redesigned run-offs in some courses. Also new are in-race safety flags and actual freaking vehicle telemetry. Talk about comprehensive.

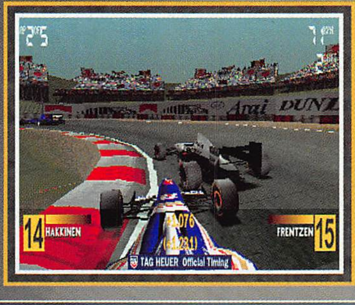
Graphically, *F1 CE* has been nicely upgraded. The entire game now runs in 512 x 256 mode and the new Dynamic Draw 3D engine minimizes slow-down by drawing only the most visually important polygons, dynamically disregarding building tops, etc. In addition, the car models are now made up of roughly 1200 polygons, as opposed to 700 in the previous *F1*, and look far better.

There's so much more to talk about but it's just gonna have to wait for the final spread. I haven't even gotten to the improved physics engine (which now allows the cars to leave the ground) or the new views, one of which perfectly replicates the angle used on F1 telecasts (above and behind the driver). The original *Formula One* sold over 1.7 million copies world wide, and there's no reason to think this ambitious update won't be at least as popular. ***SD***




PSYGNOSIS DOES IT ONCE AGAIN!!

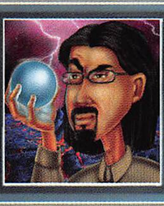





P PREVIEW

PlayStation

DEVELOPER - BIZARRE CREATIONS
PUBLISHER - PSYGNOSIS
FORMAT - CD
OF PLAYERS - 1-2
DIFFICULTY - TOUGH
AVAILABLE - OCTOBER



SUBSTANCE D
He's off on the green stuff!









TWELVE UNIQUE SUBMARINES, TWELVE UNIQUE WEAPONS! UNDERSEA 3D ACTION!

Welcome to the latest preview of SingleTrac's 3D undersea action game, *Critical Depth*. For those who missed the last preview in which I detailed the story fairly well (Vol. 5 Issue 6), I'll provide a brief recap. It all begins with the discovery of odd metallic structures surrounded by pod-like electromagnetic power sources in the Earth's ocean depths. Dubbed Thresholds, these mysterious, otherworldly manifestations begin spreading in a seemingly arbitrary pattern throughout the seas. As debate rages as to their significance and purpose, teams representing a full spate of interests descend upon the Thresholds in an attempt to unlock their secrets and harness its power. That's where you come in. Choose from one of twelve teams and set off to activate the Thresholds and blast anyone (or anything) that gets in your way.

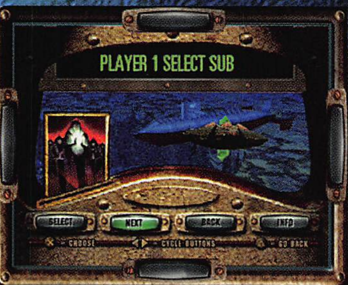
Played out over ten levels that take you from the shark-infested waters of the Mediterranean Sea to the infamous Bermuda Triangle, *Critical Depth* has a decent array of locales to maim, kill, and destroy in. And with a selection of twelve unique subs to pilot, finding one to match your skill, or lack thereof, should be a no-brainer. There are balanced subs such as the French Oceanographer's (hmmm, who could that be?), and there are those such as the C.I.A.'s that sacrifice armor for speed, or the Russian's which has a high armor, low speed rating (*Hunt for Red October*, anyone?). My personal fav is the Greenpeace life raft—fire at will, captain (Ok, so it isn't in there, wishful thinking on my part). And going one step further (not much though), each sub has a unique special weapon in addition to the default. Just once, though, I would like to have a really fast, heavily armed, virtually indestructible craft at the outset of the game, is that asking too much?!

In your quest for the five Thresholds, you'll encounter strong opposition from rival teams. To help you along, some very helpful power-ups have been scattered throughout the ocean. There are, among others, Damage pods, Armor pods, and Shaker pods, which give you a special double weapon blast. You'll need all these things plus quick reflexes unless you plan on becoming a permanent guest of Davy Jones and Captain Nemo.

In addition to the one player quest mode, *Critical Depth* features a two player cooperative mode, a straight battle mode, and a two player death match, giving you that *Twisted Metal* feeling in spades. *CD* also introduces something new to the underwater genre—combos and streak attacks. Basically, firing multiple weapons in very quick succession without taking a hit leads to more damage and the possibility of special rewards (mmmm, chicken) upon the game's completion. Singletrac should just rename this *Twisted Metal: the Underwater Adventure* and be done with it.

We should be able to play Critical Depth in its final form next issue, although it seems pretty much ready-to-go in its present state. *Twisted Metal* fans can start hyper-ventilating now, and Namco better watch to make sure that *Treasures of the Deep* doesn't stumble into *Critical Depth*... it could get messy. D











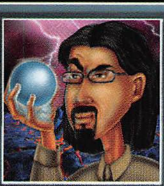


P PREVIEW

PlayStation

DEVELOPER - SINGLE TRACK
PUBLISHER - GT INTERACTIVE
FORMAT - CD

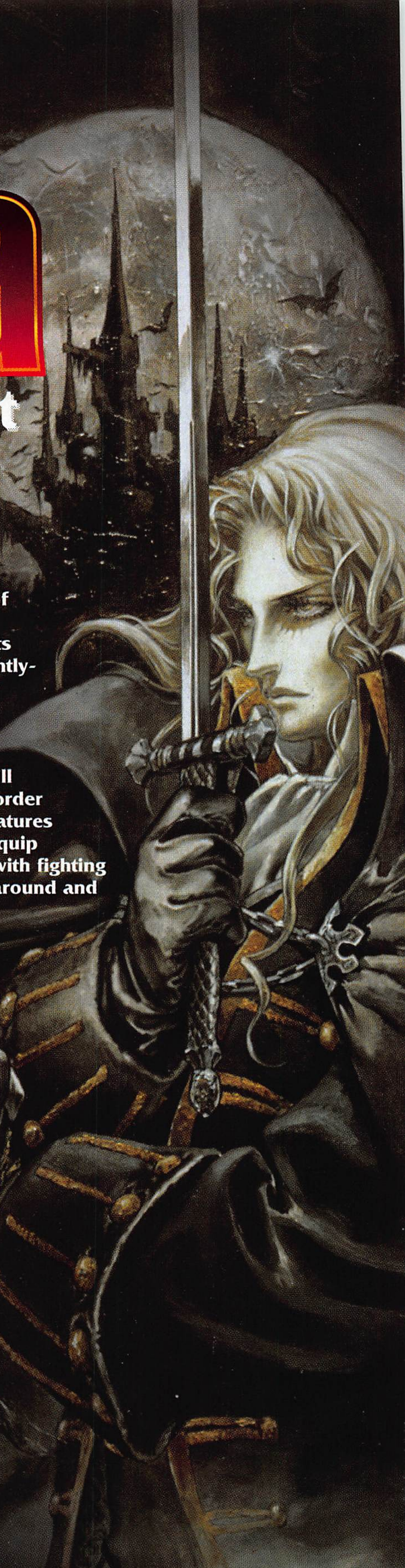
OF PLAYERS - 1-2
DIFFICULTY - N/A
AVAILABLE - NOVEMBER



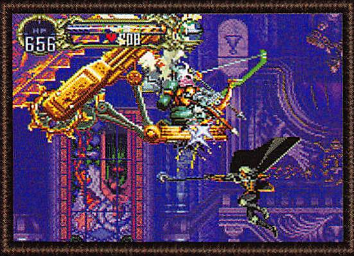
SUBSTANCE D
Can you take the pressure?


BRAVO AIR RACE
Anyone can race on the ground.
10 hot planes
3D courses
No roads anywhere
Arriving in September
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PlayStation
TM

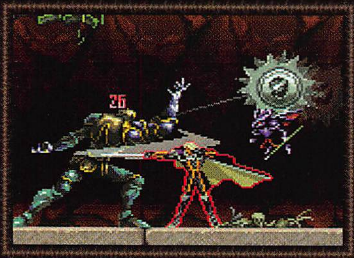
Castlevania
Symphony of the Night



Castlevania turned 10 years old last year, a milestone that came and went with no announcement, no excitement, and (worst of all), no new Castlevania. Well, maybe we had to wait a year to truly celebrate, but the present was definitely worth it; Castlevania: Symphony of the Night is an incredible addition to one of the game industry's most-celebrated series, a game that clearly exhibits an entire decade's worth of programming experience.

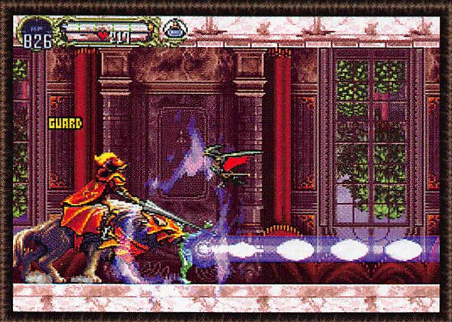






This is the sixteenth Castlevania release, and it does its many ancestors proud with its great play control and tightly-crafted side-scrolling action. But Symphony of the Night differs from most of its predecessors in a great many ways. The normal level-by-level structure has been replaced with one (or is it just one?) giant castle in which you can move freely in a Metroid-like quest. You'll need certain items to get into certain rooms, but which order you pursue them is completely up to you. Other new features include an option screen in which you can collect and equip weapons and items, spells that can be cast at any time with fighting game-style movements, and "familiars" that follow you around and help you out, to name a few.

The most drastic change is in the main character... Not a traditional whip-wielding Belmont, but the sword-swinging, cloak-wearing, shield-using, shape-shifting Alucard, son of Dracula, who fought alongside Trevor Belmont in Castlevania 3. His quick, short range weapons (usually swords, but occassionally rods and tonfas) make controlling him a completely different experience when compared to your average Belmont, and his repertoire of magic spells and shape-changing abilities are just the icing on the cake. The current Belmont, Richter from the Castlevania "X" series (of which this game is also a part) is running around





REVIEW

PlayStation

DEVELOPER - KONAMI

PUBLISHER - KONAMI

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - OCTOBER



TAKUHI
Oh... Ayami...





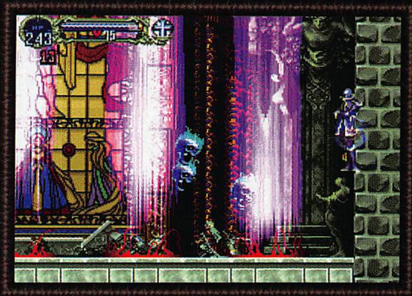


too, as is his former sidekick Maria, who has grown up quite a bit (if you know what I mean) since her last Castlevania appearance. They appear in brief storyline scenes that happen only rarely, but add a great deal to the game.

Graphically and aurally, Symphony of the Night is as impressive as you'd expect from a game of its pedigree. The backgrounds in many of the internal areas seem kind of gritty and flat, but the animation of Alucard and all of the screen-packing enemies is phenomenal. There are also a number of impressive outdoor locales and boss rooms, and some of the bosses are completely stunning. The music may take a while to get used to... It's not the spookily poppish Nazo Nazo-composed Castlevania music that we all grew up with, but it's no less an accomplishment. The instrumentations are more lush and complex, and there's a great deal of variety in style and tempo. Finally, the original art drawn for the game by Ayami Kojima is mind-blowing. While only the faces actually appear in the game, you can apparently get the art book of her stunning promotional art (and music CD of classic tunes from previous Castlevanias) by pre-ordering the game. It's an opportunity you definitely should not miss.

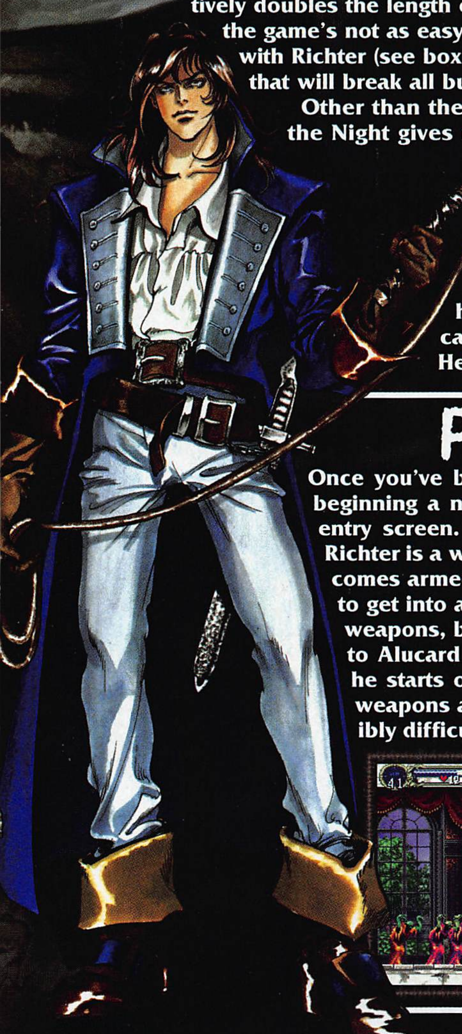
SotN's massive castle contains well over a thousand screens, encompassing an indoor church, underground river, colosseum and various other locales. There are dozens of secret rooms, items, and paths, and the game's incredibly fast pace ensures that you'll be in a new area every few minutes. While this makes for an engaging gaming experience that it's hard to pull away from, the game's main basic quest is over a bit too soon... Once you get the hang of things and start grabbing some powerful weapons, the latter half of the game is a cinch. Fortunately, a very cool second quest adds a bit of challenge and effectively doubles the length of the game. And those who still complain that the game's not as easy as previous Castlevanias can give it a run through with Richter (see box on facing page) for a true Castlevania challenge that will break all but the best of the old time gamers.

Other than the low difficulty in the main quest, Symphony of the Night gives me little to complain about. This is an incredible game, and Konami should be praised for having the courage to make a traditional 2D game on a primarily 3D platform. The next Castlevania (on the N64) will definitely be 3D, and I don't doubt that it will live up to the series' high standards, but it's still great to have such an expertly-made 2D masterpiece to cap off the Castlevania series' first decade. Here's hoping there'll be many more. *T*



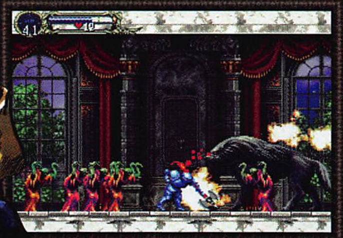






PLAY AS RICHTER!

Once you've beaten Symphony of the Night, you can play as Richter by beginning a new game and entering his name (uh, Richter) at the name entry screen. This isn't just your typical cute easter egg... Playing as Richter is a whole new game. While the castle layout is the same, Richter comes armed with an impressive array of special attacks that allow him to get into any area of the castle right off the bat. He can't get items or weapons, but he can use different special abilities that are unavailable to Alucard with each of the sub weapons. His whip is strong and so he starts off powerful, but Richter's inability to level up or gain new weapons and armor make actually clearing the game with him incredibly difficult. Still, it's possible, and since the gaming experience is so radically changed when you're playing as Richter, it's almost as if it's an entire third quest.



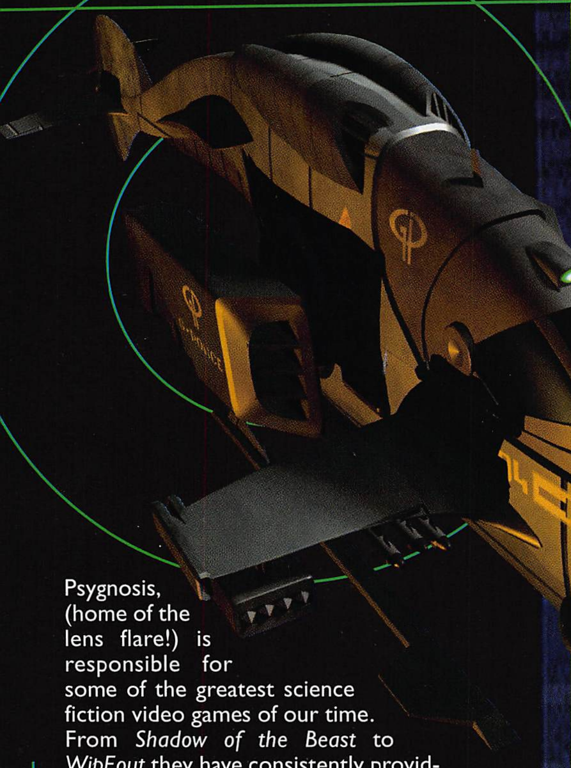
Another cool secret... Enter your name as AXEARMOR to begin the game (as Alucard) with the hidden Axe Armor that turns you into one of these classic Castlevania enemies. Too bad they completely suck.



Richter demonstrates his powerful uppercut, one of his many new moves.



Richter clears a room with an incredible rapid fire attack that uses the knife sub-weapon.







G.Police

Psygnosis, (home of the lens flare!) is responsible for some of the greatest science fiction video games of our time. From *Shadow of the Beast* to *WipEout* they have consistently provided gamers with the highest quality and some of the coolest themes imaginable. Their latest, *G-Police*, from The Wheelhaus stable, supports everything they personify, combining excellent mission-based action with some of the coolest themes this side of *Blade Runner*. As Slater, you've joined the *G-Police* (a squad very reminiscent of the Met. Police in the original *RoboCop*, under staffed and outgunned) after your sister, who joined previously, is mysteriously killed. Slater needs answers and so he thrusts himself directly into harm's way by joining. This sets up an almost constantly cinematic gameplay experience, because even as you're flying missions, the story, as you are in constant contact with mission control, continuously unfurls.

Missions range from extermination to escorting dignitaries to surveillance and the ground crews mimic the aerial antics so closely you find yourself quickly immersed, especially if you've got a quality audio/video set-up.

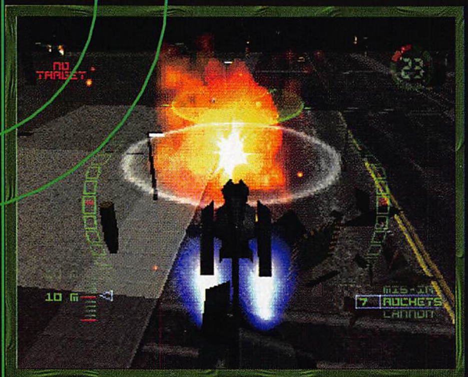




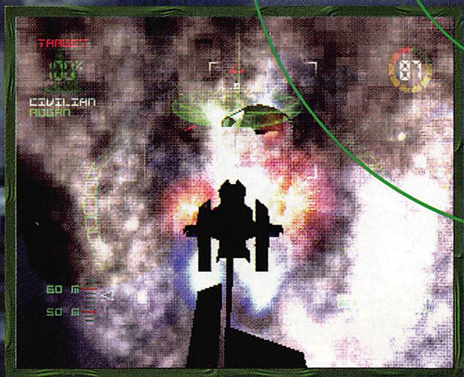


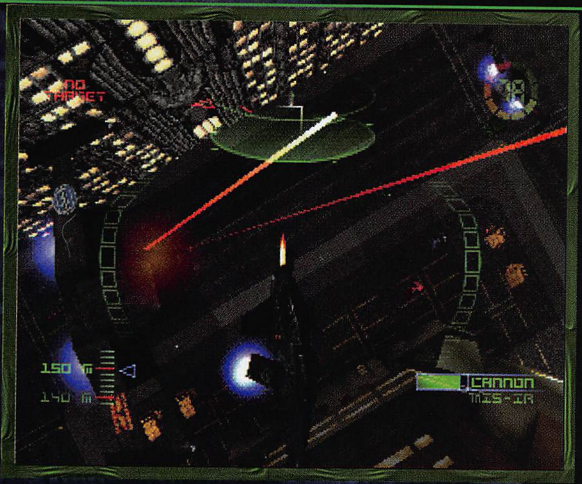




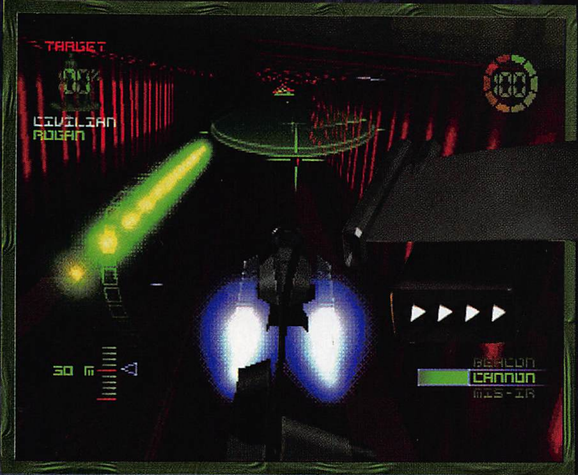




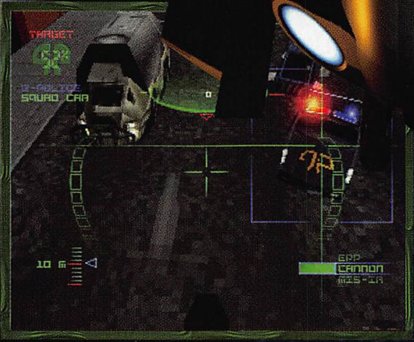




OK, the game then... First thing, take a spin through the training mode. The controls are complex and very well thought out but do require a bit of practice. Once you've acquired the necessary skills you'll be piloting around futuristic city-scapes constructed of highly detailed and perfectly lit polys. Blackness mires the clipping extremely well and targets come into sight well before confrontation along with lock-on audio.









REVIEW

Pl...

DEVELOPE...

PUBLISHER - PSYGNOSIS

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - INT.-ADVANCED

AVAILABLE - NOW

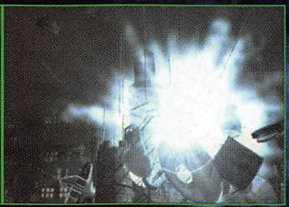


E. STORM
This is actually what I see myself doing in ten years.

The missions range in complexity and are designed extremely well. The music that accompanies them along with the voice acting and ultimate quality CG movies are equally praiseworthy. Bottom line, *G-Police* is a game worth owning. It's a polished package full of futuristic peril, intelligent action and great story telling. ***ES***







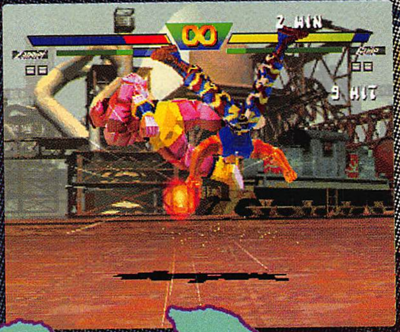






WARNING! WARNING!

CAPCOM TAKES STREET FIGHTER TO THE NEXT LEVEL...



It's here. *Street Fighter* has finally gone 3D, where it belongs. Farewell, hand-drawn 2D, a genre outdated years ago! Capcom's finally grown up, and accepted the future of video gaming. Well, that is, Arika has. Arika is a development team headed up by the director of the original *SFII*, Akira Nishitani. I'm sure Nishitani awoke one day, thinking, "Well, if Capcom's not hardcore enough to make a 3D *Street Fighter*, I will!" And let's give thanks that he did. He sure showed 'em, didn't he?! They thought they were tough with their ancient paper-and-pencil thing, didn't they?! Ha ha! Here comes the mighty triangle to smash 'em down!!

Uh... sorry about that. I've finally gotten used to the idea

STREET FIGHTER EX plus α











PLUS ALPHA MEANS ONE THING. INSANITY COMBOS FROM THE GODS!!

of 3D *Street Fighter*, but sometimes the old sarcasm comes creeping back. In all seriousness, *SFEX* is an excellent game, but not one I'd call an "arcade *Street Fighter*." Instead, I feel that it's a game much more suited to the home. Why? Even though it manages aspects of 2D fighting games like cancels, cross-ups, and get-ups admirably, it's just not as tight as a 2D *SF*. The difference is extremely slight, perhaps only 5 to 10 percent off (Note: I've been criticised before, especially on the 'net, for using percentages in my writing. To these people I say this: I'm not trying to sound like some precise poseur who can tell percentages at a glance. Rather, I'm trying to express the way I feel, personally, while playing, and I can't think of any other way to express it. Decide for yourself if this truly means I'm a hack writer.) Because of this reason, mainly, I consider *EX* an extremely fun game, but not one suited for "who's really the best?"-type serious





matches. Everything about the game reinforces this view, at least for me: Guard Breaks make the game incredibly aggressive, eliminating turtles, sure, but I like a good balance of offense and defense. Really impressive combos are as simple to do as generic fierce-fierce-fireball combos—just add another scoop and you've got fierce-fierce-fireball-super fireball. Keep scoopin' like a maniac and you've got fierce-fierce-fireball-super fireball-super hurricane, due to the Super Cancel system. The pinnacle of combomania, however, is still difficult—check out the Expert Training Mode for proof of that! Not to get sidetracked, but a quick note on Expert Training mode: It's awesome, surely the greatest addition ever to a fighting game, but for the amount of ridiculously difficult combos it makes you do, you get nothing more than the ability to save the bonus barrel game to your memory card. All the choice stuff—the four hidden characters, etc.—can be had by merely doing the first few "missions" for each character, which are nothing more than special moves. But completion of this mode will definitely earn you bragging rights. In fact, only two people at

CRUSH YOUR FOE WITH EXTREME RAGE!!! THIS IS THE ROAD TO TRUE POWER!!!

GameFan have completed it: Me (of course) and Hikaru from GF Books, and those that haven't worship us like gods. Well, er, maybe not, but we sure are cool.

Arika also gets mass props for the addition of two all-new characters not present in the arcade game, Dhalsim and Sakura, plus a collection of decently (Hmm. On second though, that's putting it mildly. OK, poorly) rendered CG endings for each character. As a translation of an arcade game, it's perfect—something that unfortunately can't be said about most other Capcom home conversions due to the vast amount of storage hand-drawn art requires.

Even if this review's sounded harsh, I give *SFEX plus Alpha* my highest recommendation. If you're a fan of *SF*, there's really no reason not to buy this. There's only two tiny things I could have wished for in this version: Expert Training for the four hidden characters and the option to fight on the arcade *SFEX plus* recolored backgrounds... but that's just nit-picking. The real question, however, based on their extremely close arcade releases, has to be: "Is *SFEX* better than *SFIII*?" My answer: No. But is it a worthy addition to the *Street Fighter* legend? Without question, yes.







NEW CHARACTERS FLY INTO BATTLE!! FLEX YOUR WAY THROUGH THE STRONGEST WARRIORS ALIVE!!







SNAP LIMBS! EXPOSE MARROW!! BEAT 'EM DOWN!!!

R REVIEW

PlayStation

DEVELOPER - CAPCOM	# OF PLAYERS - 1-2
PUBLISHER - CAPCOM	DIFFICULTY - ADJUSTABLE
FORMAT - CD	AVAILABLE - FALL



NICK ROX
Respectificagliostro!

EA RETURNS WITH THE MOST ANTICIPATED "STRIKE" YET...

NUCLEAR STRIKE











As promised, we're back with the final review of Electronic Arts' *Soviet Strike* sequel, *Nuclear Strike*. In its finished form, this game represents a genuine and tangible improvement over its predecessor and is a more satisfying experience all around.

This time set in Southeast Asia, it's your job, as part of the elite "Strike" force, to neutralize a lone madman in possession of a nuclear weapon. You'll be briefed with all manner of super stylish FMV clips produced by the talented folks over at Palomar Studios. If you were impressed by the FMV in *Soviet Strike*, the over half an hour of highly produced and processed video segments of *Nuclear Strike* will blow you away.

Like its predecessor, *NS* features a wonderful and realistic looking environment, and again, the cool sensation of controlling of a bunch of little models is in effect. The tilted, rotating overhead view eliminates the need for a horizon, allowing the streamed surface textures to be highly detailed. But going beyond the overall quality of the textures, there's huge diversity in them and almost every square inch of terrain looks unique. And there is cratering on the ground in the aftermath of some huge blasts. Even areas of water show extra attention to detail as they undulate slightly when still and effectively ripple when massive explosions are set off. You'll see also different little pock marks dependent upon whether your bullets hit earth or water. Hey, it's the little details that are the coolest and most impressive. The explosions have also been improved greatly this time around. They impressively light up the surrounding terrain in all their translucent glory, and do a better job of covering up the "crumbling card castle" effect of Soviet Strike's building implosions. The whole thing just looks great. And even with all these enhancements, EA has managed to increase the frame rate twenty five percent. While that doesn't mean that the engine doesn't still hiccup when the on screen action gets intense, it does so just a

RESCUE COLLEAGUES!
INFILTRATE STRONGHOLDS!
DESTROY ENEMY CONVOYS!















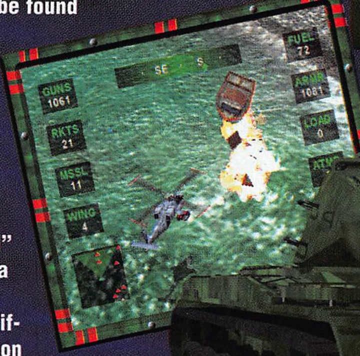


little less. Regardless, it's an impressive look, though I can only imagine how amazing this game would look at a constant 30fps.

The gameplay this time is much more varied thanks to the addition of 15 separate player vehicles. Apart from the selection of expected choppers (Apaches, Hueys, Cobras), there are now ground vehicles to command like an M1 Abrams, a Bradley, even an MLRS (Multiple Launch Rocket System). And rounding out this myriad selection are planes (Harrier jump jet, A-10 tank killer) and a hovercraft. These new player vehicles are the most obvious and differentiating feature over *Soviet Strike* and make for a far richer, more active playing experience.

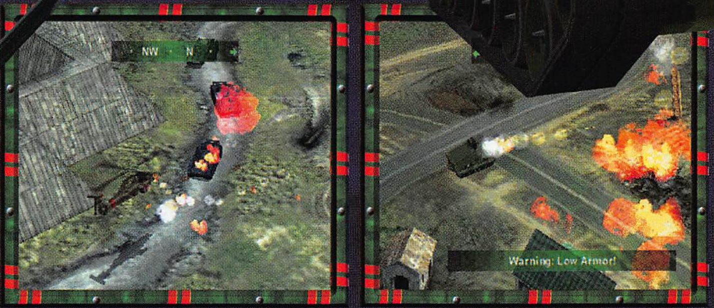
As for the missions (of which there are a multitude spread out over five completely different locations), they retain the mixture of strategy and shooting action that the *Strike* series is known for. There are all sorts of cool little things to do like escorting trains through hostile territory, dropping off and picking up agents, destroying bridges, and generally inflicting mass destruction on the enemy forces. And you must keep a close eye at all times on your HUD (Heads-Up Display), being careful not to let your armor, ammo, or fuel drop below safe levels. Thankfully, pick-ups have been liberally dispersed throughout the levels. More information of prime importance to be found on your HUD is the new way-point indicator which can lead you to the next mission objective or just about anything that shows up on your map screen. That could be pick-ups, agents, even other player vehicles, so you're never really at a loss for where to go. I like this as it makes the action a little more straightforward, shifting the emphasis slightly towards the more visceral and fun activity of blowing things up. And when things blow up in this game, they blow up real good.

As much as this phrase is horribly overused, "fans of the original" are in for a real treat with *Nuclear Strike.* While I feel there's still a problem with enemies shooting you from off screen, it's less prevalent here, though still a little annoying. But the improved engine, fifteen player vehicles, enhanced FMV, and really satisfying destruction add up to one immensely playable game. Check it out. ***SD***

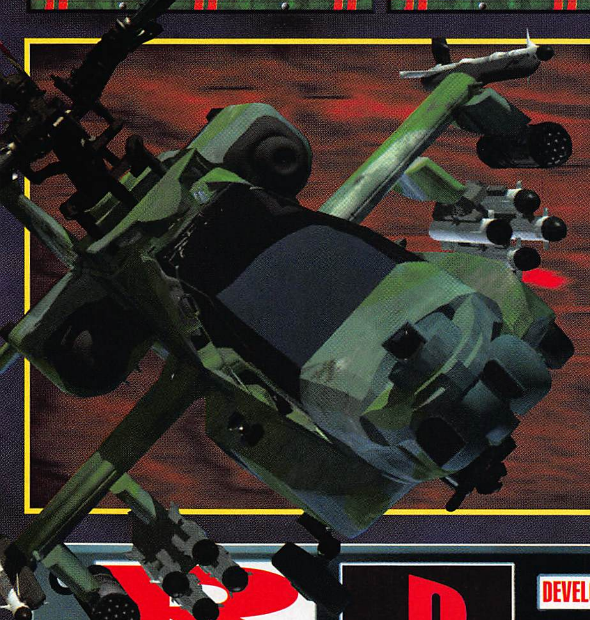














In certain levels, you can direct troops and deploy tanks and such from the Map screen.

Be sure to check out the Info option on the Map screen to glean valuable information on enemy resources and mission data, but more importantly, to look at some more excellently produced FMV.



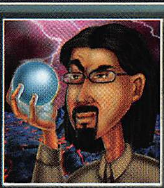


REVIEW

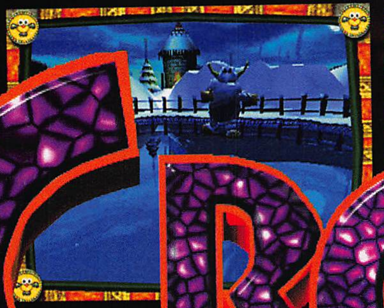
PlayStation

DEVELOPER - ELECTRONIC ARTS
PUBLISHER - ELECTRONIC ARTS
FORMAT - CD

\# OF PLAYERS - 1
DIFFICULTY - INTERMEDIATE
AVAILABLE - NOVEMBER



SUBSTANCE D
Soviet has gone Nuclear!

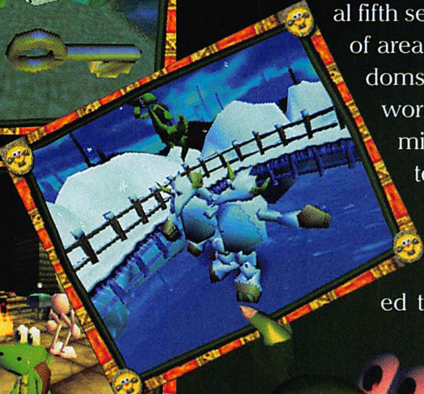


Croc

Legend of the Gobbos





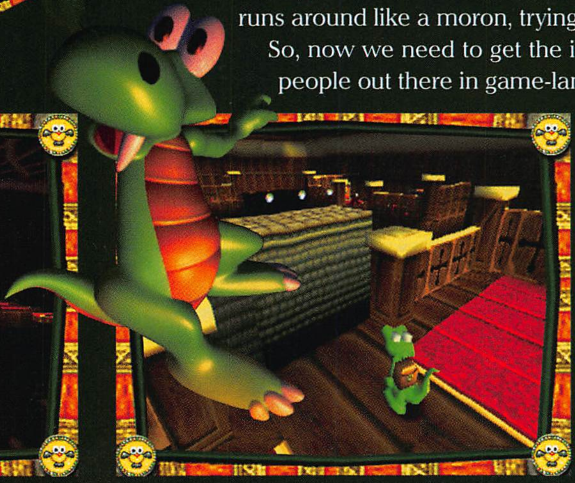


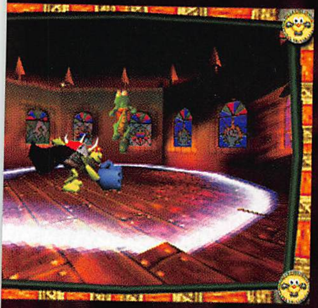
The King of the Gobbos is not having a good day. Some oversized, bloated evil reptile Lord has invaded Gobbo land and imprisoned all the population! Get that! What a nasty tyrant. Prior to this unruly behavior, the King and his followers found an abandoned, tiny little crocodile down at the riverside. In true Tarzan-like fashion, the King decided to adopt and raise the small babe, thus saving him from starvation and other similar unfortunate demises. Time passed in the kingdom of the Gobbos, Croc grew up and everything was peachy. Until one day..... Yep, you guessed it....

That big old reptile Lord decided to mess everything up and conquer Gobbo land for... well... ermm... OK, he did it because he could!. So the King fell to his knees and begged Croc to save the day. Croc instantly pulled on his funky backpack, sharpened his only tooth, did a few somersaults, and sprung into action. Croc was about to embark on the adventure of his lifetime. Could he save all the captured Gobbos? Would he be able to rescue the King and the lands? Was it going to be possible to defeat the evil reptile Lord and his minions? Well, this is where you come in— big time.

After watching the story unfold in an awesome FMV sequence, you are plonked in the middle of the first area and left to your own devices. There are four Worlds to conquer and an additional fifth secret world for all you hardcore gamers out there. The game has the usual types of areas that you would expect to find in 3D adventure such as *Croc*: forests, ice kingdoms (damn those slippy surfaces!) and a desert world all make an appearance. Each world is split up into smaller sub-stages, and during these Croc will face a variety of mid-level bosses that are waiting to stop him in his tracks. Eventually, when he gets to the end of his quest, he'll be forced to battle the demon lizard lord. The mid-bosses are really well designed. They are typically bugs and creatures that inhabit a particular world, such as the boxing Ladybug and wobbling Duckman in the forest world. All these maniac characters have been animated to perfection, and they all have their own style of combat. For example, the Ladybug has been turned into a boxing opponent, whilst the Duckman simply runs around like a moron, trying to peck your eyes out with his beak!

So, now we need to get the inevitable out of the way. There will be those people out there in game-land, who will play *Croc* for twenty minutes and




profess, "Bah! This is nothing more than a *Mario64/Crash* rip-off. What a con!" But it is those narrow-minded people who will miss out on one of the sexiest platformers to hit the PlayStation in a long time. So the sub-levels are quite small and the textures can be quite simple, but you get a total freedom of movement that you didn't have in *Crash*. And it could be said that *Croc* borrows heavily from *Mario64* (especially the underwater sections), but is that such a bad thing? Sure there's similarities to those other mighty games, but that is simply the nature of this style of 3D platform game. Whilst not being revolutionary in it's gameplay content, *Croc* offers you a highly enjoyable romp and certainly a worthy contender to the current PS platformer crown.

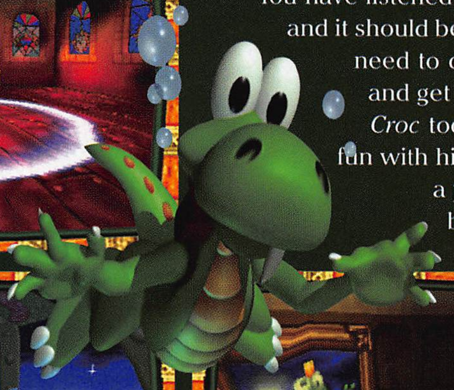


The in-game control of *Croc* takes a little while to get used to, ala *Mario64*, but soon enough, you'll be jumping, stomping, spinning and boinging from all kinds of platforms and ledges etc. I can seriously recommend the use of an analog joypad, as this improves the overall feel of the game immensely. Croc is able to spin round at lightning speeds and kill the baddies with his long, muscular tail. When this happens, he shouts out cool phrases such as 'KERSPLAT' or 'KABOOM' in a ridiculously high-pitched voice!



As a character, Croc looks gorgeous. In fact the whole game is like participating in a magically animated cartoon. The 3D environments are excellent, the light-sourcing, reflections and gouraud shading are near perfect. Phew! *Croc* also features some pretty funky tunes that are well suited to the fun nature of the game. I especially like the music on the Option menu. It sounds like some freak has swallowed a banjo! There are however, a few minor criticisms to be noted. Firstly, the old problem of 3D camera angles rears its ugly head. Sometimes its nearly impossible to get the camera in the correct position to make that tricky jump. Another annoying problem is that the individual areas are a little on the small side, so there can be a fair amount of disc access, but this rarely detracts from the excellent gameplay. On the whole, though, *Croc* is a monster game and a pleasure to play. You have listened to my views and thoughts on Croc, and it should be blatantly obvious by now what you need to do. Heed the words of the Guvnor, and get your greedy little mitts on a copy of *Croc* today. And when you're done having fun with him, you can always consider getting a pair of those crocodile boots you've been after for years. G







REVIEW

PlayStation

DEVELOPER - ARGONAUT	# OF PLAYERS - 1
PUBLISHER - FOX	DIFFICULTY - BEGINNER/INT.
FORMAT - CD	AVAILABLE - NOW



THE GUVNOR
This ain't no croc!







namco

Point Blank







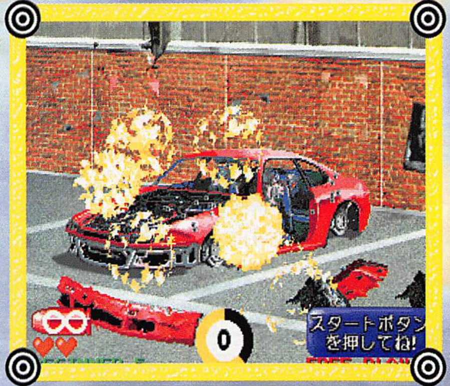

Riding a red hot cap into oblivion!



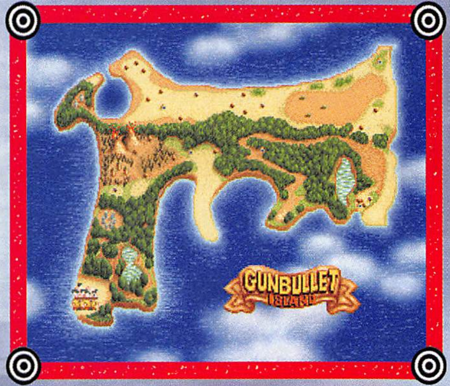
Look, Ma... I just wasted another endangered specie...

OK, here's the ingredients: Take two balding eggheads with large mustaches, add two loaded GunCons and preferably a large TV. Apply a large appetite for target practice at a twisted carnival shooting range... and slowly bake for about 30 rounds on H-Core skill level, and you have got yourself the bizarre, but strangely addictive arcade shooter, *Point Blank* (a.k.a. *GunBullet*). First released in the arcades way back in '94, *PB* was a big departure from the usual point-and-shoot titles around. Instead of mindlessly plugging the bad boys that popped up from behind crappy barrels, you actually have to use real skill, hand-eye coordination and split-second timing in order to achieve good results. The overall feeling that *PB* emits is one of standing at a tin-can shooting range in some weird fairground, waiting to hopefully win a big fluffy teddy bear and not be punched in the face by some scruffy urchin... or something... that's the only way I can describe it... OK, so perhaps I went to the wrong fairgrounds when I was a lad... Anyway, the game's main characters are two loveable chaps call Dr. Don and Dr. Dan. These marvelous freaky boys look like two hard-boiled eggs on legs, wearing Safari Joe's castoff strides and helmets! Crazy stuff, dude!

The game has many different modes of play. These include Arcade mode (which replicates the arcade machine to the nearest pixel), a training mode that allows you to choose your particular stage and play it to death, a Party Play mode that allows various different types of multi-player challenges and scraps to occur, and finally, an all new Quest mode specially designed for the PlayStation. For those of you unfamiliar with the pleasures of *PB*,



It's a bullet festival!



Hi-ho, hi-ho, it's off to GunBullet Island we go...

















the basic gameplay goes something like this...

Choose your difficulty level (this determines how many stages you will play, and the percentage of HARD stages encountered), and start shooting! Each stage has a unique goal. For example, you may have to shoot a certain amount of targets in a set amount of time, or you may just have to survive as long as you can. The stage themes vary dramatically—from trying to plug a brand new Ferrari seventy times in twenty seconds, to taking down a wobbly UFO in five seconds with one bullet! Others include annihilating fluffy cuckoos, blasting terrorists, popping flying octopuses, and even "doing a bit of the William Tell," by blatting an overripe apple from the crown of Dr. Dan's dome (not as easy as it sounds...)! So, the point is that it's damn good fun, and you'll soon be creaming all your pals with much gusto... "But Guv, doesn't it get boring after a while??" I hear you cry...

I personally would say no, but then I've always been a *Point Blank* junkie... So, just in case all that fun is not enough, Namco has included this top smart little Quest mode. Dr. Dan and Dr. Don take a dinghy ride to GunBullet Island and are approached by a strange man telling them of riches beyond their dreams... All it requires is a gun, nerves of steel and a trigger finger that would make a SWAT Chief blush... So off they trundle, in search of wads of cash.

The GunCon is turned into a novel method of navigational control, and simply by aiming and shooting on the screen, you can get the boys to wander about in search of enemies to battle. The whole Quest mode has more than a bit of the RPG system of walking around and randomly getting attacked by baddies. By disposing of these pests, the Doctors can gain experience points and cash, and therefore they can upgrade weapons to more powerful firearms, as well as purchase better armor and supplies. It's quite a novel twist on your average RPG jaunt. It proves to be lots of fun, and despite what you may think, it's damn tough to crack. Cheers, Namco, for adding more life to an already downright funky game.

So, to summarize, the FMV intro is hilarious, the graphics are quirky 16-bit-tastic, the music is straight out of a Scooby Doo convention, the multi-player action is second to none, the options are plentiful, the Quest mode is a cool bonus and Dr. Dan & Dr. Don are brilliant little characters. The only down side to the whole affair is that you can only use the GunCon, and don't even think about using a bog-standard pad. What more can I say? Namco has done it again. Buy it now and start culling helpless, furry killer whales today! *G*















R REVIEW

PlayStation

DEVELOPER - NAMCO	# OF PLAYERS - 1-2
PUBLISHER - NAMCO	DIFFICULTY - ADJUSTABLE
FORMAT - CD	AVAILABLE - NOW JAPAN



THE GUVNOR
Bad boys, bad boys, whatcha gonna do...

GHOST IN THE SHELL

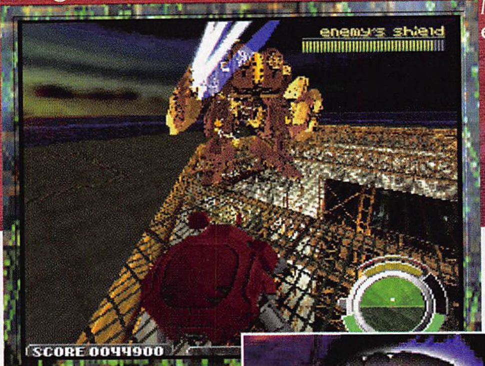
This, my final review of Ghost in the Shell, concludes 3 months of some of the easiest analysis and designing I've had the pleasure of doing. Ghost, besides bringing a fresh new guise to the tired corridor/adventure biz, is one fantastic looking and playing game, and the art that accompanies it is animazing. I so wish the game were longer and perhaps a bit more of a challenge (although going back and doing more exploration does pay off), but overall I can't recommend it highly enough.

The soundtrack ended up about an 8 out of 10 (like the anime, much of it is ambient) and the game closes with quite a bang. The 12th mission is especially spectacular. Exact has backed up all the great game play and fluid between-level animation with an overall finely produced end product, and as I've said before, the intro is the best in the business.

I hope that unlike the anime (so far at least) *Ghost* the game gets a sequel. I know I'm dreaming but I imagine a 2D game ala *Castlevania* with Major Kusanagi hand drawn! I suppose the Major's final destination will rely on how you embrace *Ghost in the Shell*, but judging by the enthusiast press and our reader reaction, T•HQ's got a bonafide hit on their hands. I've already purchased the import version which comes in a double thick case with a steaming hot cover. I hope the Japanese art makes the final US cut. T•HQ needs only put it in a nice package now, you'll do the rest. **ES**

















R REVIEW

PlayStation

- DEVELOPER - EXACT
- PUBLISHER - T•HQ
- FORMAT - CD
- # OF PLAYERS - 1
- DIFFICULTY - BEGINNER-INT.
- AVAILABLE - NOW



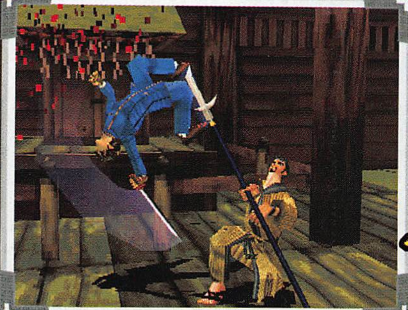
E. STORM
Just when you think it's over....











Bushido Blade

Bushido Blade is the most revolutionary 3D fighter ever conceived. While others have attempted to implement "true" 3D movement (side-steps and the like), or in-depth martial arts and weapons techniques, no game has pushed the 3D envelope as far as *Bushido Blade*. Imagine giant multi-plane arenas—absolutely stacked with detail—that you and your foe are free to roam through at will during your fight. Imagine complex, incredibly accurate swordplay, with true parrying, multiple weapon stances, and luscious death-dealing combos. And finally, imagine choosing both fighter *and* weapon, melding this character and his or her blade into an unfathomable synergy, only to enter a melee where a single critical blow determines the victor and banishes the vanquished. That, my patient, imagining friends, is the nature of Squaresoft's *Bushido Blade*. And it's had me locked in its spell for untold months.

Truth be known, 90% of my time with *BB* has been spent clashing with human opponents in the versus modes. Once in the Story mode, you may travel throughout the entire fighting compound during your battle. So if you're fighting on a bridge, for example, and you and your opponent eventually reach the "edge" of the bridge area and its surroundings, the game will actually take a second or two to load in a new section of the compound. It's fascinating. Have a second player join in and you can fight your way across the entire compound if you wish, running after each other like bloodthirsty madmen through a dozen or so linked environments. Slash through trees in a bamboo forest, duel beneath lush cherry blossoms, splash across a flowing subterranean river, run and climb through picturesque snow-covered fields (leaving footprints as you go), or jump into a cramped water-well to batter your foe against stone walls...*it's simply amazing*. And why, dear Glitch, is it so impressive? 'Cause it's never been done before, I've never played like this before, and for a introductory concept the designers (Lightweight) have handled things unbelievably well.

With Honor



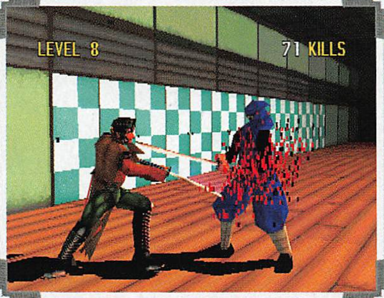
In the Story Mode the battle becomes one of honor! Choose from one of six characters and eight weapons and begin your quest for inner peace and warrior prowess. Now, part of fighting with honor includes clean hits on your opponent, so backstabbing, side-swiping, and cheap ground blows are not permitted. Fight the honorable fight and the fate of your warrior shall be unlocked!

The graphics are astounding, considering the masses of character and environmental polygons in play, and the sound, including a stirring soundtrack by the super-skilled Arika (responsible for the *Ridge Racer Revolution*, *Soul Edge*, and *SFEX* scores) is high, high quality. Combined with excellent control, analog compatibility, and a perfect collection of gameplay modes, *Bushido Blade* is a rock-solid, ultra-replayable fighter. Most importantly, it's strong enough to stay cool well after the 3D novelties have worn off, thanks to unique play mechanics. I urge you to invest in a copy as soon as possible... then you too can fight with honor!

G

	Rapier	Saber	Long Sword	Katana	Nodachi	Naginata	Broadsword	Sledgehammer
重量	0.9 kg	1.2 kg	1.4 kg	1.5 kg	1.9 kg	2.2 kg	4.1 kg	4.5 kg
全長	75.0 cm	72.0 cm	79.0 cm	92.0 cm	119.0 cm	181.0 cm	85.0 cm	83.5 cm

With Skill



Enter the Slash mode and throw honor out the door! You're flung into a dojo to do unrestricted battle with 10 levels of ninja swordmasters. There's 10 opponents per level, so that's 100 total fighters to take-on! This is the best place to learn *Bushido*'s sword fighting system, as each level of fighter practices a new, tougher Katana technique for you to learn, defend, and counter.





R REVIEW — PlayStation

DEV. - LIGHTWEIGHT/SQUARESOFT	# OF PLAYERS - 1-2
PUBLISHER - SONY	DIFFICULTY - INTERMEDIATE
FORMAT - CD	AVAILABLE - NOW

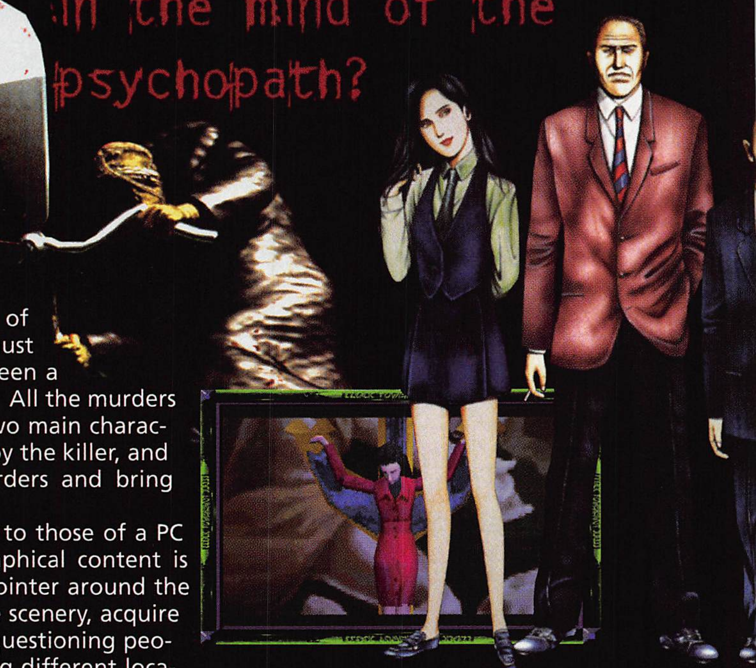


GLITCH "To slash with honor... I'll cut you down!"

CLOCK TOWER™

SHEER TERROR!

What evil intentions lurk in the mind of the psychopath?



Question: What could possibly be worse than being stalked by a crazed hunchback with a hideous latex mask? Answer: Being stalked by a crazed hunchback with a hideous latex mask and a massive pair of razor-sharp scissors. This is what the heroines of *Clock Tower 2* must be prepared to face. To put things in perspective, there have been a number of gruesome murders in a small town located in Norway. All the murders were committed by a deviant known only as Scissorman. The two main characters in the story are Jennifer and Helen. Both are being stalked by the killer, and it is up to the girls to solve the murders and bring Scissorman's reign of terror to an end.

The game mechanics are very similar to those of a PC point-and-click adventure, and the graphical content is similar to *Resident Evil*. By moving a pointer around the screen, you are able to interact with the scenery, acquire items and talk to other characters. By questioning people, searching for clues and investigating different locations, pieces of the puzzle begin to slot into place. You are led from University research laboratories, police stations and libraries to different countries and evil, deserted mansions. The game unfolds in a fluid manner and you are kept riveted to the plot-line throughout.

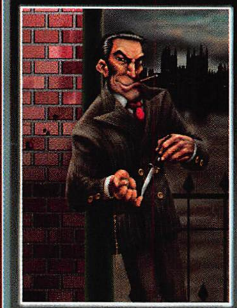
Clock Tower's best attribute has to be the suspense. By combining spot effects and orchestral music, a real sense of foreboding is created. Couple this to the truly panic-inducing chases that you are forced into during the game, and you will soon be hiding behind pillows and leaving a bed-side light on when you go to sleep at night. At certain stages in the game, your character will be pursued by Scissorman, and you will have to use your cunning in order to avoid a swift demise. Useful hiding places that I found were cupboards, cellar hatches, bathrooms and even a therapist's couch! (Oh and by the way, if you happen to have bedding sheets handy, please fell free to throw them on a rather disturbed psycho!) During the game, certain turning points are reached. By this, I mean you can directly influence the path that the story will take. By talking to different people, or not as the case may be, or by collecting clues and items, you can change which main character you control, and which ending you will be experiencing. The two main characters both have five endings and although the actual game does not take long to complete in terms of real-time hours, the longevity of the game is dramatically increased.

I like this game. It has all the elements of a sordid, nasty *Nightmare on Elm Street* horror movie, with truly cheesy B-Movie style voice-overs! Watch out, however, because you never know who is hiding in the shadows, behind a stack of boxes waiting to cut you a new orifice... It might just be Scissorman... Well that's it. I'm off home to bed... Wait a minute... Who turned out the lights... Mummy?? What's that noise??? ...... sounds like...... AAARGGHH... *G*

R REVIEW

PlayStation

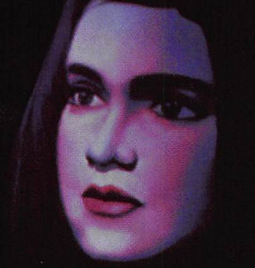
- DEVELOPER - ASCII
- PUBLISHER - ASCII
- FORMAT - CD
- # OF PLAYERS - 1
- DIFFICULTY - INTERMEDIATE
- AVAILABLE - FALL



GUVNOR
Didn't your parents tell you not to kill people with scissors?





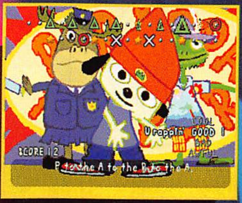








H-CORE RAP INSANITY!! JEYEAH!!







Parappa the Rapper was released in Japan well over a year ago, and the Land of the Rising Sun promptly commenced Parappa-mania. The game became so insanely popular that Parappa became a PlayStation mascot (along with that Australian marsupial), and after the wise decision to release a wider variety of genres, the good folks over at Sony have granted this 2D rapmeister an American release. The premise of this astounding title is delightfully simple. So simple in fact, that I'm shocked it isn't part of Sony's marketing budget for recruiting MTV couch potatoes. You play the part of Parappa, a young pup trying to win the affections of his sweetie-pie... a flower. Parappa's a little shy, doesn't have a flashy car or much self-esteem. What he does have is the ability to 'believe' and a woolly hat with a frog on it. To eventually win his flower girl over, Parappa must rap his way through six stages as the story unfolds. Time to get fresh with the Parappster as he dishes out incomprehensible (but undoubtedly 'phat') lyrics in the doggy style... so to speak.

First up is an audience with an Onion teaching karate. Okay..! Once this root vegetable with gi attachment commences his rap, your task is to simply keep up with his beat by rapping in time and repeating his phrases. Rap precisely on cue and you'll pass onto the next stage.

THIS KAT IS KRAZIE!!
DANCE ALL NIGHT,
DON'T MEAN MAYBE!!

"SHAKE IT BABY"
- VOICE OF GAMEFAN READER!!

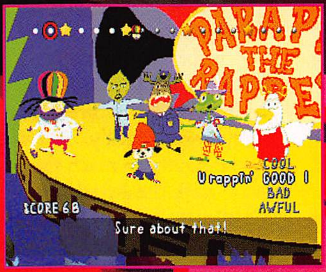
Fail to hit your assigned button in time and your rapping style changes from 'good' to 'bad' to 'poor.' Commence freestyle rapping to earn 'cool' in the rapping stakes, and you're left to your own devices until your rapping style changes again. This delightfully simple premise (hitting buttons to a beat) is the entire game, and although that's all there is to it (apart from varying your beats to win the coveted cool status and enter the level's sub game), the astounding graphics as well as awesomely cartoonish and brilliantly animated swaying characters will appeal to everyone, from the pipe-hitting gangster to the Sesame Street viewer.

This is the rapping equivalent of the voice-overs in Resident Evil; cool sounding tunes not quite actually meaning anything, but that doesn't matter one jot. You're thrown into a convincing cartoon world full of deranged characters (a driving instructor named Mooselini for example) courtesy of Rodney Greenblat; the genius behind the invention of these 2D shifting weirdos. The game's such a joy to play, so far removed from any other PlayStation title (it's out there with Tail of the Sun), and with a cast of lovable folk, it's easy to see why this game will and shall appeal. A little short, and once you've mastered the raps there's little else but to groove on down to the infectious tunes, but the experience is definitely worth payin' 'mo money' for. And Sony... I want my Parappa action figures RIGHT NOW!!! *CH*

YEAH... P.J. BERRI IN
THE HOUSE. WAZ UP Y'ALL!!







PaRappa The Rapper



"WOW, LIKE COOL"
- VOICE OF GAMEFAN READER!!

YOU GOTTA BELIEVE!!
TRUST ME. IT AIN'T NO LIE!!



REALLY! TRY IT FOR YOURSELF!
GO ON, DON'T BE SHY!!

"I GOTTA BELIEVE!!"
- VOICE OF GAMEFAN READER!!



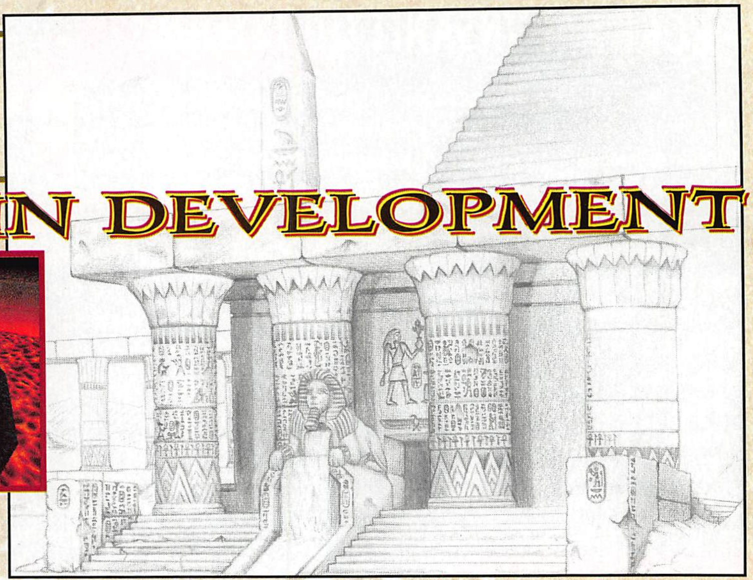
R REVIEW — PlayStation

DEVELOPER - SONY	# OF PLAYERS - 1
PUBLISHER - SONY	DIFFICULTY - MODERATE
FORMAT - CD	AVAILABLE - NOVEMBER

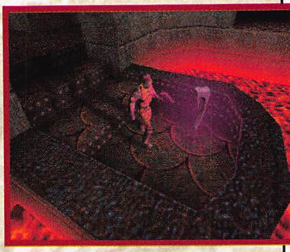


CHIEF HAMBLETON
Parappa should definitely be in your house!

Development is currently underway for the sequel to Lobotomy's hugely underrated corridor masterpiece: PowerSlave. Knightmare recently took a trip to Lobotomy's new HQ near Seattle to get the scoop.



POWERSLAVE 2 IN DEVELOPMENT



GF: Tell us about the story for PowerSlave2?

LOB: The game is set in ancient Egypt, thousands of years before the first PowerSlave. At the start of the game, Ra (the sun God) disappears, causing a permanent solar eclipse on the land. It turns out that he has been abducted by one of his arch-rivals, and it's your job to rescue him and return light to the world. As a young Egyptian warrior you must seek out various Egyptian Gods and attempt to gain their supernatural powers, in order to ultimately challenge and defeat Ra's rival.

GF: You've stated PowerSlave 2 will be a 3rd person adventure, like Tomb Raider. How much will a 3rd-person perspective alter the gameplay? Will it play more like Tomb Raider?

LOB: No, it's much more action oriented than Tomb Raider. There's more involvement with each enemy, more hand-to-hand combat. There will be some enemies that you can crush quickly, like the spiders in PowerSlave, but for the most part, combat will be a little bit more complex. We want to give the creatures more believable AI. So they can run and hide and come back out on the other side of you and attack.

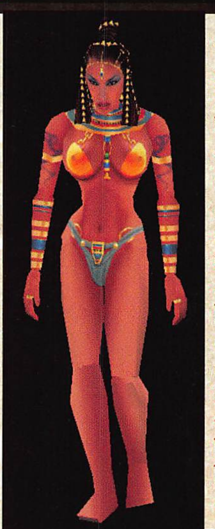
GF: Will the combat be like PowerSlave?

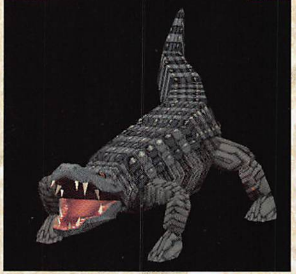
LOB: It will still be weapon-based, but this time there's a lot of hand-to-hand combat. The hand to hand will be a simplified version of a one on one fighter, like Tekken. As you close in on an enemy the camera pulls out to the side so you get a better view of the action.

GF: Will the camera system be similar to other 3rd person adventures, like Tomb Raider?

LOB: There will be all sorts of cameras, but for the most part it will follow you around and stay behind you so you can see the action clearly. In certain areas there might not be room for that camera so we'll put in a more dramatic camera. As you walk into a room you might want to have a side view so you can see a God or a big enemy approaching. We're going to have very dynamic camera use.







GF: Will you still have the world map screen for accessing levels?

LOB: No. There's a map you'll see for reference but you won't be able to use it to change levels. You'll actually have to physically travel from place to place. It's kind of like Tobal 2's Quest Mode, where you go from area to area, and it loads another area quickly. But you'll need a special ability to reach the Afterlife.

GF: What's the Afterlife?

LOB: Instead of just having regular 3D play like in PowerSlave, we are actually going to include a 4th dimension—the Afterlife. The Afterlife will be a whole 'nother supernatural world, mapped over the world you are already on. Once you gain the ability to cross over you can travel between the two worlds at will. By doing certain things in one world, you can alter the physical appearance of the other.

GF: So you're going to design two interlocking versions of every level?!

LOB: Pretty much. They're going to be pretty involved.

GF: How do you reach the Afterlife?

LOB: It's an ability you acquire about 3 levels into the game, the first time you die. We'll use it for puzzles and shortcuts, and for reaching areas that you couldn't previously get to without the ability. The Afterlife is basically a continuation of the non-linear game structure that we had in the first PS. In fact, PS2 will be even less linear than PowerSlave. In PS2 you can actually skip some of the Gods and not get all the weapons, or all the abilities. You don't need everything to complete the game.

GF: Will the main character have superhuman powers like in PS?

LOB: Kind of. He's a little bit more super human than most characters. But he won't be crazy like he was in PS, where you could fly around for an unlimited time or jump up higher than your height. But it will be close to that. You'll able to get powers from different Gods.

GF: How much will the level design differ from the first PS?

LOB: We want the environments to be lusher than PowerSlave. Not as much sandstone. Larger scale. More decorative. One of the important things we want to try and accomplish, that we didn't do in PowerSlave, is the distinction between natural terrain and man-made terrain. They kind of blended together in PS. Hopefully we can create more natural-looking terrain and more interesting man-made structures. You know, rolling hills and rounded surfaces, instead of having everything squared off.

GF: Are you using the same graphics engine?

LOB: No, it's a new engine. I mean, we're using the same tools we used to build the other engine, but it has a bunch of different techniques depending on whether you're indoors or outdoors. I'd definitely call it new.

GF: Will PowerSlave2 be multiplayer?

LOB: The PC version definitely will be. As for the PlayStation version, I think we will probably do a link cable mode.

GF: Is there any connection between PowerSlave and PowerSlave 2, besides the Egyptian theme?

LOB: A few of the characters are back, some of the weapons, some of the Gods. The Cobra Staff is in there, but it comes in two forms. And it's not a staff anymore. Plus we're throwing in a weapon similar to the controllable missiles in Death Tank.

GF: Will there be Team Dolls?

LOB: Wait and see...



· MK Mythologies ·

MIDWAY · ACTION/FIGHTING · OCT.






UNCLE FESTER'S GOT NUTHIN' ON THIS GUY.

Since we last saw *MK Mythologies*, a number of cool changes have been implemented. Midway has angled more towards an RPG aspect in the game so now when you begin, Sub Zero has only his basic fighting skills with which to battle. By employing the *MK3* combo system, you can perform cool combos on enemies and receive experience points. The bigger the combo, the more points you receive. These experience points increase your fighting skill levels and allow you to earn your special moves (e.g. the first move you receive is your infamous iceball attack). As your experience levels increase, you gain more special moves. Currently there are nine to master. It should be noted that *MK*'s fatalities are included, although whether or not babalities, mercies and animalities will be included remains to be seen. Also new to game is the items backpack, which enables you to pick up and use various power-ups. These include flasks and potions that restore health, and keys to open doors etc. Perhaps the most exciting news however, is that there will be an exclusive preview of *MK4* included on the disc! *MK* fans will bask in the glory of fresh new *Kombat*.



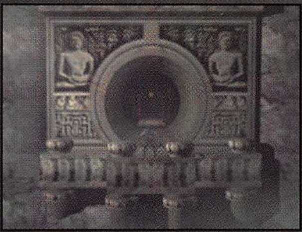








SHAOLIN TEMPLES – CHINA

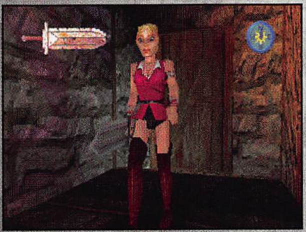
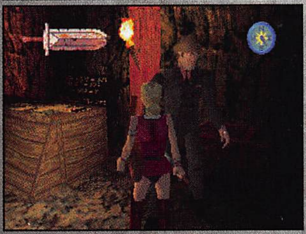




· EXCALIBUR 2555 AD ·

SIRTECH · 3D ACTION/ADV. · SEPTEMBER.

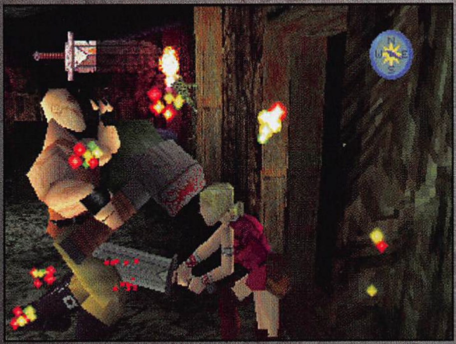


With its 80+ talking characters and over 200 areas, Sirtech is hoping to capture the adventurous thrill of *Zelda* and the environmental skills set forth in *Tomb Raider* with *Excalibur 2555 AD*. Now ready for final review, *Excalibur* is on the operating table now being dissected for a November issue review. Beth is hunting down the legendary sword Excalibur in the future, to return to Camelot, and the road, it's a long one!.

You may be wondering why we're reviewing *Excalibur 2555 AD* again. The thing is, SirTech has made quite a few changes in the game for its US debut.








· Enter the Gecko ·

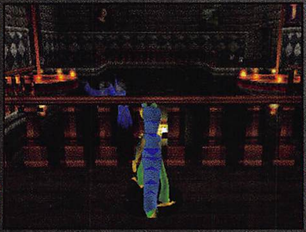
CRYSTAL/MIDWAY · 3D ACTION/PLATFORM · 1ST Q. '98

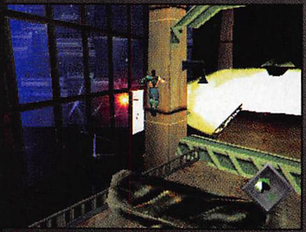





Crystal Dynamics may be crafting the finest 3D critter-based platformer ever devised. It's no wonder the opportunistic folks at Midway joined on to give *GEX* the send-off he deserves when the game ships in January. Both a Nintendo 64 (with 2 unique levels) and PlayStation version should ship simultaneously. We'll preview the latest stages (like Aztec and Cartoon) and bring you up to date on the game's progress in the November issue. 'Til then, enjoy these latest shots from the Haunted House and Prehistoric stages.

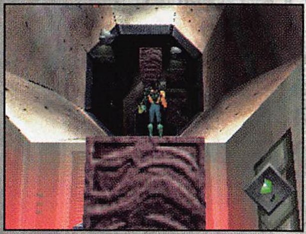



· One ·

ASC · 3D ACTION/PLATFORM · 4TH Q.




Destined to be one of the next big franchises in gaming here's some new (and very epic) shots of ASC's *One*. Visual Concepts has found the PlayStation's power core and they're exploiting it with grand style. We're talkin' stuff flyin' everywhere, a fluid frame rate, detailed textures, and little to no clipping, all goin' on simultaneously! The game's atmosphere and mood is excellent as well. The game is entering those crucial stages as the team begins to implement and tweak the gameplay, collision, difficulty, etc... As soon as we get some buttoned up materials we'll cover more than a few pages with *One*-ness.





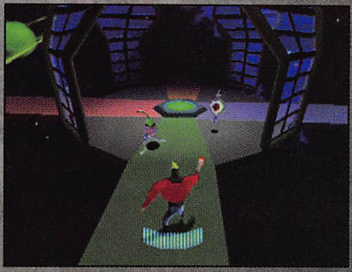
YOU KNOW YOU WANT ONE.

· Blasto ·

SONY · ACTION PLATFORM · OCT.

Hey, it's Phil Hartman! I swear I feel like I know this guy. He definitely gets around. Here he is belting out what will hopefully become a memorable flurry of witty one-liners for our new pal, *Blasto.* I'm actually expecting a previewable version for the next issue... finally. This is definitely an E. Storm kinda game: platforming, shooting, exploring. It's everything a growin' game mutant needs!



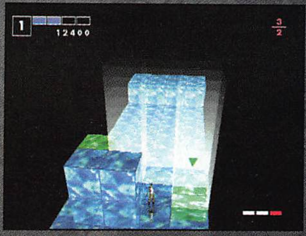






· IQ ·

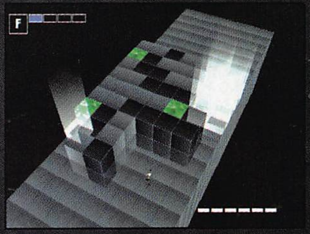
SONY · PUZZLE · SEPT.





In this bizarre 3D puzzle game you must capture 'Qubes' as they roll down the screen before they reach the end of your stage. Use 'advantage' qubes to clear large areas, and avoid the 'forbidden' qubes. Very addictive stuff. The music sounds like it was left over from some epic RPG that never got made! We'll review IQ in November.



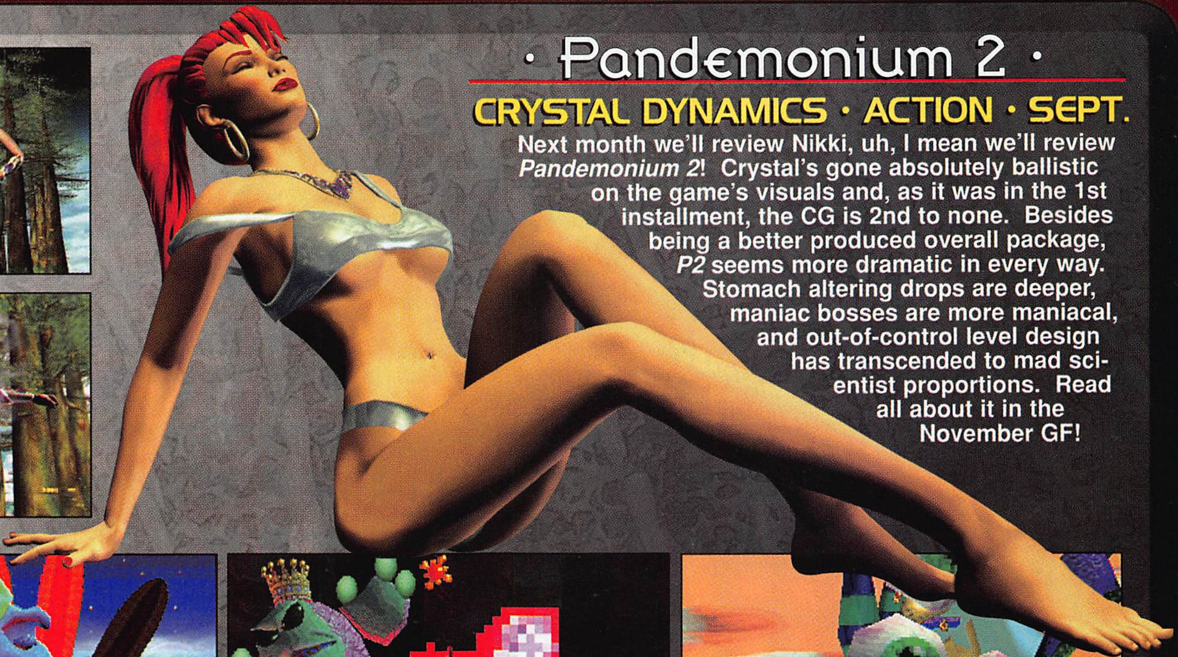


· Pandemonium 2 ·

CRYSTAL DYNAMICS · ACTION · SEPT.







Next month we'll review Nikki, uh, I mean we'll review *Pandemonium 2*! Crystal's gone absolutely ballistic on the game's visuals and, as it was in the 1st installment, the CG is 2nd to none. Besides being a better produced overall package, *P2* seems more dramatic in every way. Stomach altering drops are deeper, maniac bosses are more maniacal, and out-of-control level design has transcended to mad scientist proportions. Read all about it in the November GF!







SONIC JAM

• • SONIC WORLD • • With the news that *Sonic Team* is working on an all new character for their last Saturn title, it's unclear whether or not the stunning *Sonic World* engine will ever be used for another game or not. It's amazing to think it was created just for *Sonic Jam*! Guide Sonic around a true 3D environment (a polygon green hill zone) to access the many museums on offer and to complete a series of time based sub-quests. A tantalizing glimpse at what future *Sonic* games might offer...









So who's going to get *Sonic Jam*? Saturn owners who never had a Genesis? Platform fans who never played all the *Sonic* games? Or simply hardcore *Sonic* fans who want every piece of *Sonic* memorabilia they can lay their hands on? You know who you are, you know what you're getting into, and this review will probably have little or no bearing on your decision.

I will say this though—I enjoyed playing through the *Sonic* games again. Immensely. They may not be as rich in game mechanics as the *Mario* series, but what they do offer is short, fast, doses of pure, unadulterated fun. Yes, it's a shame they left out *Sonic CD* (with all that CD audio, it would never fit!) but even without it there's enough here to make Sonic Jam a worthy purchase. *K*



• • THE GAMES • • Pixel-perfect renditions of *Sonic*, *Sonic 2*, *Sonic 3* and *Sonic & Knuckles*. These are classic platform games, people. Even now, they are still excellent fun to play. You get the choice of original, normal or easy difficulty. You get to use the lock-on with all games. You get the spin-dash attack in the original *Sonic*. You get to use the analog pad. You get to actually SAVE your progress (how many times did you wish you could do THAT on your Genesis). Do you have what it takes to earn Hyper Sonic, Hyper Knuckles and Super Tails?

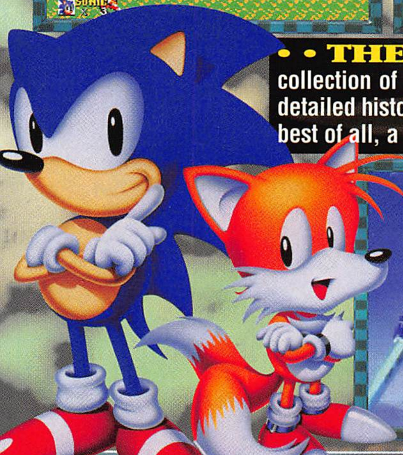






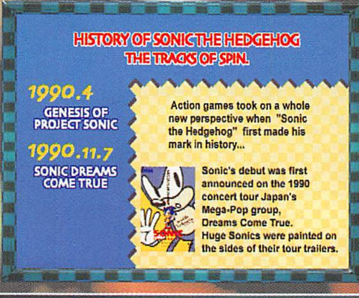


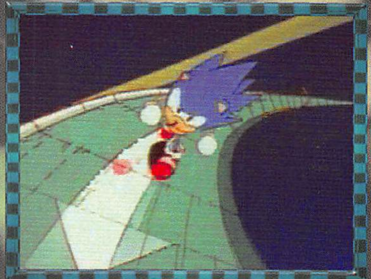




• • THE MEMORABILIA • • As with *Namco Museum*, Sonic Team has provided a comprehensive collection of *Sonic* memorabilia. All of the music from all of the games on the CD, tons of art and character profiles, a detailed history of EVERY *Sonic* product released up to 1997 (compare the American box art to the Japanese art—doh!), and best of all, a Movie Theater with over half an hour of video, including extended versions of the *Sonic CD* intro and ending.







REVIEW

SEGA SATURN

DEVELOPER - SONIC TEAM	# OF PLAYERS - 1-2
PUBLISHER - SEGA	DIFFICULTY - UH, YOU KIDDIN'?
FORMAT - CD	AVAILABLE - NOW



KNIGHTMARE
This is cool!



The Saturn's bread and butter, in-house translations of Sega's often brilliant arcade titles, is about to be spread a little more thickly with the coming of AM Annex's *Sega Touring Car*. Though only about 50% complete at this stage, fans of Sega's racers should look forward to being delighted yet again.

In *STC*, you're treated to the usual three tracks—in this case, the Country Circuit (beginner), Grunwalt (medium), and Brickwall Town (Expert). There are four cars to choose from, real road-going vehicles modified for Touring style racing that include an Opel Calibra V6, Toyota Supra, Alfa Romeo 155V6Ti, and an AMG Mercedes C-Class. Each has its own default handling set up, though in the new Saturn mode, you can modify and then save changes to gear ratios, tire hardness, front and rear suspension settings, etc. for each of the four cars. In both arcade and Saturn modes, you can race in a Championship mode, a time trial mode, and a two player split screen. Standard racing fare.

Sega Touring Car features some of the most pumping driving tunes, nay, songs, ever to grace a home racer. The redbook tracks are pounding with intensity and spiced with some block rockin' "ryrics" like, "Are you stuck in a window pane," and, "It's better than ever, instant poetry!" Only in a Sega racer.

Choose from an Opel Calibra V6, the Toyota Supra, the Alfa Romeo 155V6Ti, or the AMG Mercedes C-Class!









SEGA TOURING CAR







Customize and modify your vehicle's tire hardness, gear ratio and the front and rear suspension!





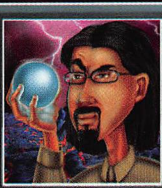
It's a bit premature to comment definitively on the graphics at this point as the game is not finished, but seriously, how could it end up looking any less stellar than *Rally* or *Daytona CE*. Already in this version, the draw in distance is respectably distant and the speed of the engine is astounding. If the inconsistent and jumpy frame rate can be fixed for the final, this will be one amazing looking Sega racer.

Come November, we'll just have to see if AM Annex's conversion of their arcade title will fare as well as past successful AM translations. We'll let you know. Its pedigree certainly can't be scoffed at. ***SD***

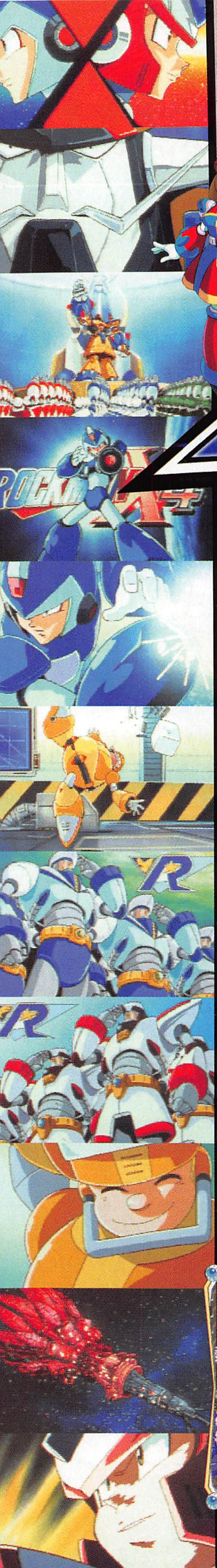
PREVIEW

SEGA SATURN

DEVELOPER - AM ANNEX	# OF PLAYERS - 1-2
PUBLISHER - SEGA	DIFFICULTY - ADJUSTABLE
FORMAT - CD	AVAILABLE - WINTER

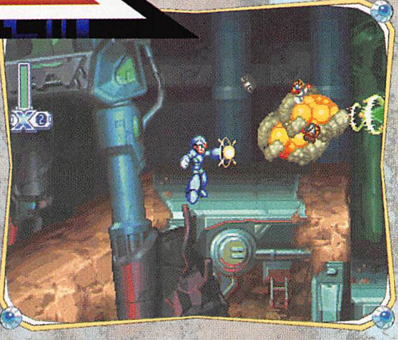


SUBSTANCE D
Are you stuck in a window-pane?





It is the year 21XX AD (Oh how the Japanese love their nebulous time frames). It is a world in which human beings and Replioids (machines with human thought) coexist. In this world, there are two ruling organizations: the Irregular Hunters and the Repliforce. The Irregular Hunter's job is to dispose of any Replioid whose electronic brain may malfunction. The Repliforce, an army made up entirely of replioids, provides assistance in case of things such as natural disaster. Both organizations worked together, helping each other to execute their respective missions. One day, the General of the Repliforce pulls a coup d'etat and the once-peaceful Repliforce now occupies various important facilities. The headquarters of the Irregular Hunters decides to ask MegaMan X and Zero to become their allies. Repliforce hunters enter into this fighting, not entirely sure what they're fighting for...



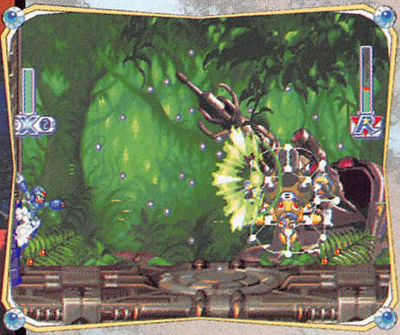
What a way to celebrate the tenth anniversary of MegaMan's creation. *MegaMan X4* witnesses a return to the steely intensity and quick action of the game's earlier outings after a fun (and successful) trip through the pastel-colored la-la land of *MegaMan 8*. Also returning is Zero, X's friend and commander of the "No. 0" special enforcement unit, who made his first appearance in *MegaMan X*.

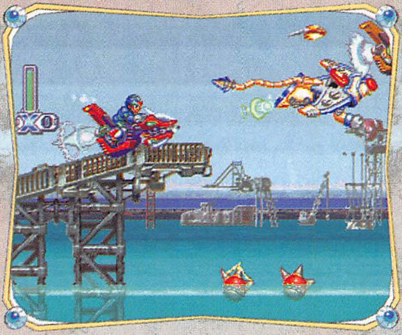
Capcom has seen fit to develop *MMX4* for both Saturn and PS and the differences between the two versions are merely cosmetic, so let's dispense with those details right off: First, the obvious: PS FMV looks nicer and there are true transparent effects like on Mega's dash and some background effects. And counter to what is technically possible, the game's sound is generally better and more full on PS (as the Yamaha sound chip sleeps away its existence in the Saturn). In the Saturn's favor, certain backgrounds feature some wavy line scrolling and the loading times are slightly more reasonable. Outside of that, the games are identical, so choose as you will. Either way, you'll be in for a bombastic *MegaMan* treat!

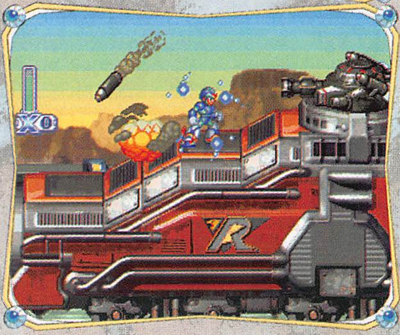
The first order of business is selecting between MegaMan or Zero (newbies should understand that MegaMan fires shots and Zero swings a swoooshing light sword). Both characters animate with typical Capcom brilliance and flair, with all sorts of wonderful touches like blinking eyes and heaving chests. They're quite the little characters to behold. All the small but satisfying details (like the cool little metallic 'squirt' sound each time you jump) are yet more proof that Capcom is a gamer's company. They truly care about each and every one of their games.



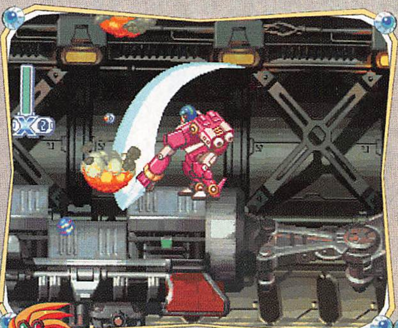


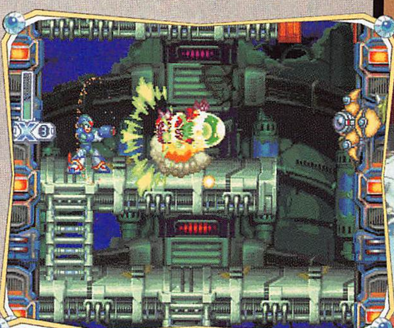


















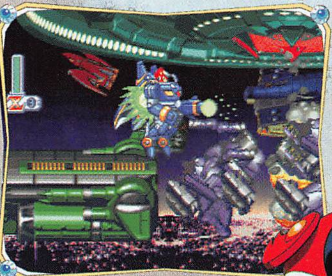
As I alluded to earlier, this *MM* game is all about action, action, action. There's always somewhere to jump, something to avoid, something to get, and most importantly, something to destroy. This game is designed to keep you on your toes. A speedy hover-bike sequence and a fun bit on a moving train add even more intensity to an already amazing game.

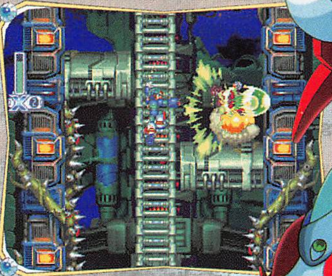




Like all previous, "traditional" *MegaMan* titles, the boss encounters dictate the flow of the entire experience. In the off chance that you didn't know, you gain a weapon from each boss you defeat, which in turn can be used to quickly destroy another boss. *MegaMan* gains weapon power-ups and Zero learns new abilities such as a downward spike attack. It helps tremendously to take the levels in a specific order. Discovering the proper weapon to take out a seemingly insurmountable boss remains a classic, satisfying experience, the hallmark of the *MegaMan* series. And there are some great boss encounters in *MMX4*, from the icy blasts of Frost Kibatodos to the sheer magnitude of the massive General.

"...MegaMan X4 marks a return to steely intensity and quick action..."







There are even cool parts that MegaMan can pick up to upgrade his suit. An arm-part powers up the stock charge shot to a plasma charge shot, a foot-part adds quick hover ability and mid-air dash, and a body-part allows MegaMan to blast forward as a fireball (Hadoken!).

If you still love *MegaMan*, haven't played a *MegaMan* for awhile, or have somehow never managed to play a *MegaMan*, this one is the best yet and/or a great place to start. It's dripping with 2D Capcom goodness from beginning to end. And in this polygon mad world, keep in mind that you're probably going to be seeing fewer and fewer games like this, so treat each one like it's the last! Although, knowing Capcom, this won't be the last 2D MM we see (barring more interference from Sony). Don't let this one slip by! ***SD***











REVIEW

SEGA SATURN

DEVELOPER - CAPCOM	# OF PLAYERS - 1
PUBLISHER - CAPCOM	DIFFICULTY - INTERMEDIATE
FORMAT - CD	AVAILABLE - NOW



MEGA D
He still can't duck and I don't care!

DUKE NUKEM 3D





It's almost here. Lobotomy is in the final stages of converting 3D Realms' ground-breaking 3D blaster to the Saturn, and things are looking peachy keen. Now that Lobotomy has most of the major elements in place (level design, enemy placement, etc.), they are focusing on eradicating all bugs and cramming in as many last minute extras as possible. Extra snippets of Duke speech, mirrors (even the N64 version doesn't have that!), the 'adult' movie playing on the abandoned theater's big screen, a functioning pool table—more details than even Lobotomy believed possible with the Saturn's limited RAM.

I know this is only a preview but I've got to tell you that this game is looking great. The engine fairly blazes along at a near constant 30 fps, with clean textures, enhanced lighting effects and dozens of enemies on-screen. The music is awesome (Lobotomy's in-house musician has composed redbook audio tracks based on the PC's MIDI tunes), the control is perfect, the action is frenetic and the two player mode is shaping up to be the best reason to own a NetLink.

As if that wasn't enough, Lobotomy is throwing the latest version of Death Tank (which features earthquakes, lasers and recordable stats) onto the disc as a hidden extra. How do you access it? Now that would be telling... *K*













SMUT...COME GET SOME!

Unlike the N64 version, Saturn *Duke* will retain ALL of the er, 'questionable' scenes of the PC original. That includes dancing strippers (who actually remove their tops when you give them money), cocooned naked women (who can be killed), pornographic movies and the extremely controversial cut-scenes. For instance, when Duke confronts the episode 2 boss he remarks, "I'm gonna rip off your head and s*** down your neck." Defeat the boss and you get a cut scene where he actually makes good the threat. I kid you not!



PREVIEW

SEGA SATURN

DEVELOPER - LOBOTOMY	# OF PLAYERS - 2
PUBLISHER - SEGA	DIFFICULTY - ADJUSTABLE
FORMAT - CD	AVAILABLE - OCTOBER



KNIGHTMARE
I'm gonna get medieval on your ass!







You see these screen shots? That's Quake running on a Saturn. The enemies are slightly smaller than the PC version, the textures are a bit grainier, a few of the level layouts have undergone some minor surgery, but otherwise it's Quake, on your Saturn, running at a very reasonable 20+ fps. Ok, let's just think about that for a second. Quake—a cutting edge PC title that only last summer represented the absolute pinnacle of PC technology, requiring a Pentium class processor with a minimum of 16 megabytes RAM to






"What Lobotomy has accomplished here is something of a technological miracle..."




play. Saturn—a 3 year old game console, never really designed to handle taxing 3D, with approximately 2.5 megabytes of ram. Technically this game should NOT EXIST on the Saturn. But obviously nobody told Lobotomy that...

I don't want to say too much more now (I'll let the shots do the talking) but before I go I'd like to clear up one small matter. Everyone criticizes Quake as being a poor single player game. Quake is NOT a poor single player game. It's just better in multiplayer. The single player quest is still fast, violent, challenging and above all, dripping with gothic atmosphere. Plus Saturn owners also get 4 exclusive Lobotomy-designed levels, enhanced lighting effects and Trent Reznor's awesome redbook audio soundtrack. Given the hardware limitations of the Saturn, you quite simply could not ask for a better conversion than this. More next month. *K*




PREVIEW

SEGA SATURN

DEVELOPER - LOBOTOMY

PUBLISHER - SEGA

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - WINTER



KNIGHTMARE
Now, about that link mode...

NINTENDO SWINGS OPEN ITS DOORS AND LETS THE RIFF RAFF IN FOR THE VERY FIRST TIME AT THE NINTENDO GAMER'S SUMMIT!

DNN
DIEHARD NEWS NETWORK

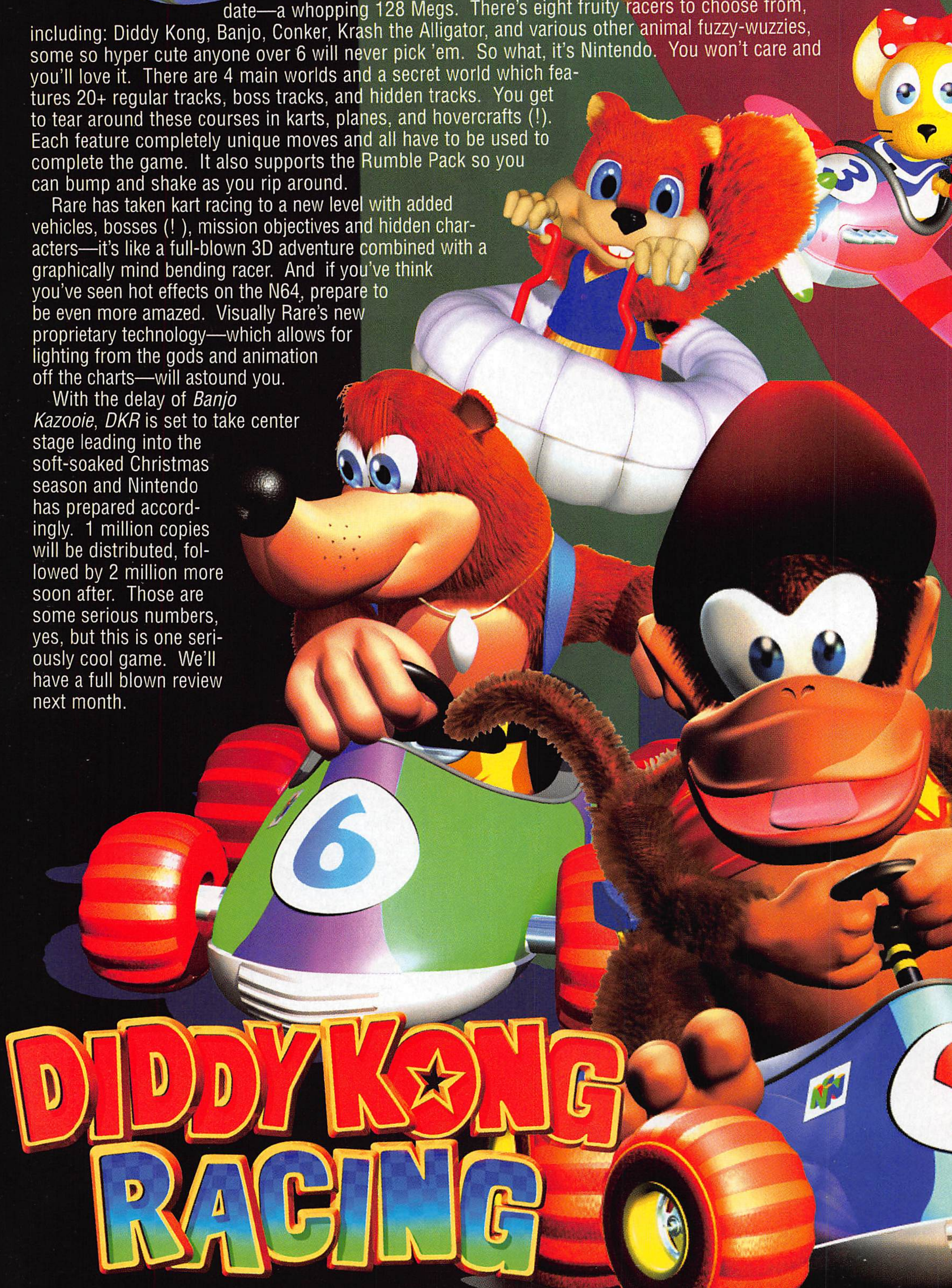
Yes, through Nintendo's secret service and metal detectors we went straight into the hallowed halls to gape in awe at this years crop of 1st party goodies. Among the usual game delays ("It's been pushed back 'til when?!"), all were given a glimpse at the all new Rare-developed shocker *Diddy Kong Racing* (*DKR*). These screenshots may lead you to believe this is simply *Mario Kart 64* all over ... uh, 'fraid not. This game kicks its butt...

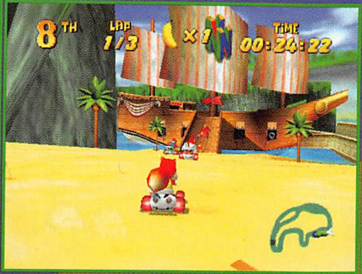
Set to ship on November 24th, *DKR* matches the largest N64 cart size to date—a whopping 128 Megs. There's eight fruity racers to choose from, including: Diddy Kong, Banjo, Conker, Krash the Alligator, and various other animal fuzzy-wuzzies, some so hyper cute anyone over 6 will never pick 'em. So what, it's Nintendo. You won't care and you'll love it. There are 4 main worlds and a secret world which features 20+ regular tracks, boss tracks, and hidden tracks. You get to tear around these courses in karts, planes, and hovercrafts (!). Each feature completely unique moves and all have to be used to complete the game. It also supports the Rumble Pack so you can bump and shake as you rip around.

Rare has taken kart racing to a new level with added vehicles, bosses (!), mission objectives and hidden characters—it's like a full-blown 3D adventure combined with a graphically mind bending racer. And if you've think you've seen hot effects on the N64, prepare to be even more amazed. Visually Rare's new proprietary technology—which allows for lighting from the gods and animation off the charts—will astound you.

With the delay of *Banjo Kazooie*, *DKR* is set to take center stage leading into the soft-soaked Christmas season and Nintendo has prepared accordingly. 1 million copies will be distributed, followed by 2 million more soon after. Those are some serious numbers, yes, but this is one seriously cool game. We'll have a full blown review next month.












GUESS WHAT MILLIONS OF AMERICANS WILL BE DOING THIS THANKSGIVING... BOYS... BOYS? BIRD'S READY... BOYS?... HONEY COULD YOU... HONEY?






The latest in Hudson's hyper-addictive *Bomberman* series makes its way to the N64 courtesy of Nintendo who will do the honors here in the States.

This time out, prepare for enhanced graphics and sound, as well as all new features exclusive to this version. The new Story Mode is set in a 3D rendered pseudo-isometric perspective and smashes the 2D *Bomberman*s of the past. Of course the always intense multi-player mode is here as well with clean renders and realistic effects. With so much attention focused on *DKR*, *Bomberman 64* had less impact, but when it comes to staying power, well, anyone who's bombed before will tell you, *Bomberman* is pure addiction. Look for it in December.




Nintendo 64 1997
3rd & 4th qtr. releases...

- **Aero Fighters Assault** - ***Mc O'River***
- **Bomberman 64** - ***Nintendo***
- **Clay Fighter 63-⅓** - ***Interplay***
- **Diddy Kong Racing** - ***Nintendo***
- **Duke Nukem 64** - ***GT Interactive***
- **Extreme G** - ***Acclaim***
- **F1 Pole Position** - ***Ubi Soft***
- **Jeopardy** - ***GameTek***
- **Lamborghini 64** - ***Titus***
- **Mace: The Dark Age** - ***Midway***
- **Madden 64** - ***Electronic Arts***
- **Mischief Makers** - ***Nintendo***
- **MK Mythologies: Sub Zero** - ***Midway***
- **Multi Racing Championship** - ***Ocean***
- **Mystical Ninja 64** - ***Konami***
- **NBA In The Zone** - ***Konami***
- **NFL Quarterback Club '98** - ***Acclaim***
- **San Francisco Rush** - ***Midway***
- **Top Gear Rally** - ***Midway***
- **Wayne Gretzky 3D Hockey '98** - ***Midway***
- **WCW VS. NWO: World Tour** - ***T•HQ***
- **Wheel of Fortune** - ***GameTek***

LLLET'S GET READY TO CRUMBLLLE!!









CLAY FIGHTER 63 1/3

Clay is used in many facets of today's society. For instance, clay is used to form pottery in which foliage can be planted. Clay is also used to make such everyday items as coffee mugs, dinner plates and cereal bowls. At one time, before it got into your TV, this very game was made from clay!! Astonished? Amazed? I knew you would be.

It's no secret that I'm a fan of the fighting parody. I've liked all 3 incarnations of clay, but this game far exceeds my need for parody and lapses into a really well-crafted fighter. Seldom using the words rendered and art in the same sentence, I am prone to in the case of Clayfighter 63 (and of course-one third) because, although rendered, this game is a sculpted piece of art in action. The characters are a large part of what makes it come together—and come together it does, splendidly.



After a vocal introduction and a quick gander at the options, select one of nine initial fighters and get ready to crumble! Following the astounding polygonal arenas that come spinning into view, Michael Buffer (the "Let's get ready to rumble" guy) gets the clay rolling, and from there the game never shuts up as some of the (no, thee) funniest one liners you've ever heard in a game begin to fly including such favorites as "Egg Fu Yung!", "Taste it", "We Jammin", "Fly the voodoo skies", and many, many, many more. "Spillits" (pieces of each character that coincide with their on-screen persona) fly as well. For instance, throw down a Super Brown Betty Combo on Kung Pow



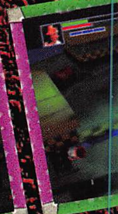
















and the Woks will fly!

The action, a mixture of Street Fighter (shadowy supers and that comfy button configuration) Killer Instinct (combo breakers and linkers) and just a pinch of MK (Claytalities) is almost too fun as it's completely exaggerated in every way.

On the other hand, as a serious fighter, the eye-popping backgrounds, cool new break-through system, great (and funny) combo engine, accurate controls, and great soundtrack would make this a no-brainer purchase anyway. Now toss in a bundle of hidden goodies, like massive or tiny body size, hidden clay and cool camera tricks and *voila!* 64 bit clay must be pounded!




















Let's sum it all up then shall we... Some of the coolest characters you've ever seen, actual comedy, infinite replayability, a great soundtrack, insane combos, brutal claytalities, and lots of secret stuff (maybe even a certain booger flinger). Sounds like a killer deal, huh?

I do however (don't we always?) have one complaint. The amount of frames per character aren't what they should be. Everything moves along briskly enough but the animation is a tad jerky. Everything else, though, is just as it should be. So then, is *CF 63 'n 1/3 Super Turbo* far behind or hey, what about *Clayology*!? Think about it!
ES



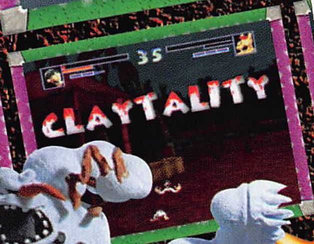

446 HIT INSANE COMBO!!!



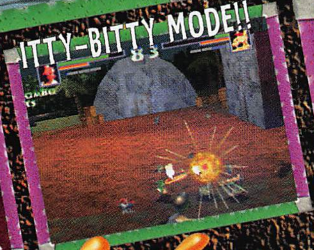
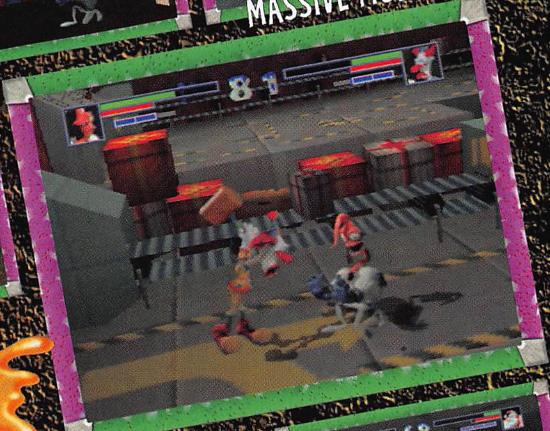




MASSIVE MODE!!

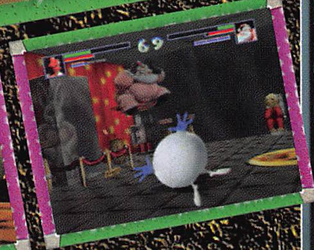


ITTY-BITTY MODE!!







THAT'S GONNA LEAVE A MARK!



TRIPLE BROWN BETTY COMBO!!

R REVIEW

NINTENDO 64

- DEVELOPER - INTERPLAY
- PUBLISHER - INTERPLAY
- FORMAT - CART
- # OF PLAYERS - 1-2
- DIFFICULTY - ADJUSTABLE
- AVAILABLE - OCTOBER



E. STORM
I did a "Tumblin' Worm" into an "Eat Cow" and finished with a "Whoa Nellie"!







In the intense, pantaloon-sullying world of futuristic racing action, one title leaps up from the pack and bites you hard on the ankle until you're forced to play it to distraction. That game is *WipeOut XL* for the PlayStation. Now over a year old, *WipeOut XL* has never been bettered in terms of speed and gameplay... until I began my unfolding relationship with a small gray cartridge labeled *Extreme G*. What I initially dubbed as a somewhat blurred and foggy homage to Psygnosis' crowning achievement slowly turned into a sweaty-palmed, nostril-twitching weave through absolutely the most rapid racing game ever on any system. This is the Ferrari F-40 of racing titles. Forget yer *Rushes* and yer *Top Gear Rallies*. If you're after pure undiluted speed, then hop on board a *Tron* bike and meet me at the starting cyber-grid...

Remember that laughable '80s television show called *Street Hawk*? Who can forget those Glen A. Larson-tastic special effects and the hilarious bits every show when the bike 'turboed' down a city street, and the film speeded up to create a pretty crappy sensation of speed? Well, forget your pseudo-speed; *Extreme G* is faster than that. This here's the FUTURE, gosh darn it, where all the logo and decal-making are Designers Republic influenced, you're cyber-stuffed into your purring metal bullet, and hurtled down tracks at stupidly quick rates. As you may have gathered by now, this game's pretty fast. I just wasn't prepared for how fast until I'd screeched around the glut of insane courses on offer here. What follows is an overall impression of the game based on a single day's play.

A SPEED JUNKY'S WET DREAM!



extreme-G

EAR-POPPING, HEAD-WRENCHING SPEEDS!



Firstly, the new logo looks cool. Very, er, Designers Republic-influenced (Sheffield-based company responsible for the look of the *WipeOut* games as well as a load of UK band covers such as PWEI, er, but not involved in this project). There's an excellent array of options, ranging from a two-player game mode, practice tracks, a shoot-'em-up against a grizzled CPU mercenary opponent and the usual "FX up, music down" that we've all come to know and love when playing cartridge-based games. But wait! The music's actually pretty cool; very (heh, heh) *WipeOut*-influenced techno dance numbers. Sure, there's not enough of them and they sound as if they've been ported straight from an Amiga 500, but they're good enough to actually listen to while you're playing the game, which is more than can be said about the dirges I had to survive in *San Francisco Rush*...

Okay, I know you'll be frothing to learn how the game plays, and in this respect, Probe is to be given a thumb way up for the game engine. Providing you change your accelerator button from the Z trigger to the A or B (otherwise, the constant pressing will numb and eventually atrophy your index finger), you've got a vast array of bikes to plummet around the courses on. Flick through them in the 'choose your bike' screen, scratch your head and try to figure out what the different logos in the 'bike performance' section mean, and prepare to tear down the trackway. Wind your way past power-ups, over massive jumps, up, down, over and under terrain, jetting over ramps while letting off rockets, bombs, waves of electricity and lasers at any hapless CPU foe who dares to challenge you (those computer-controlled bikes are tough but never unfair). What starts off as a speedy jaunt around a desert track soon turns into full-throttle insanity as I found out when I hit my turbo boost. It all went into *Street Hawk*-based madness...

The moment my twitchy finger hit the boost button, I was propelled forward faster than an AK round out of a gangster's Klashnikov. "Wooohoooo!!! Arrgh! Bibble!!" I spluttered as I wrenched for control of my wildly contorting bike. "This is eye-bleedingly fast!" Add to this some wildly spasming courses (these are more like roller coaster rides on steroids) with loops and twists like nothing you've seen before, multiple routes through canyon-like zones, plus more levels the further you progress (culminating in a frankly scary *Mario*-style grassland with mutant trees, sky villages and massive UFOs buzzing you), and you'll realize why I had to be sedated after my first half hour of gibbering gameplay. Smooth, yet blurry graphics moving at blinding speeds, two secret bikes, and a lava stage that'll have you scraping your jaw from the floor. A speed junky's wet dream.








However (yep, you know what's coming), there are some "thumb way down" problems. Firstly there's fog. Not misty barbecue fog like the ethereal haze hanging around *Multi Racing Championship's* courses, but thick dense 'same-as-the-background' effluvium that seeps into your gameplay and ruins your day. Bad fog. Filthy fog. It's as if a dinosaur hunter had climbed onto a bike and took it out for a spin. No wonder then, that some of the nastier reviewers on rival magazines have already dubbed this game *Extreme Fog*. And I concur; you have to learn the track layout, because you surely won't see any of the corners coming! Another flaw? Glitching! Yes, I was as shocked as the next prospector when I entered the marvelous lava track, swerved the wrong way in a hand-twitching seizure and fell through the side of the track into... *Extreme*ly blue fog. I sped back through the tracks and tried again. This time I hit a jagged wall section and got stuck, couldn't move and watched all my rivals speed by. Five minutes later I cried into my frying pan, grabbed another three handfuls of chewin' tobacco and decided I was really going to try and stay on the track this time. And that I did. I completed all three modes of play in a day's sitting...

The speeds are tremendous, as is the uncontrollability, fog and ease of completion, so be warned, all those who laughed at the ease of *WipeOut XL*. *Extreme G* is a great racing game, but not quite up there with Psygnosis' classic, thanks to the above gripes. True, there's no sensation of speed anywhere close to the intenseness on this title, but this rapidity comes at the expense of re-draw. A recommended buy, by all means, and the less-detailed and slower two-player mode saves this from being a week's enjoyment (and it's a blatant [yet pleasurable] *WipeOut XL* rip-off). Good, clean, polished and *Extreme* foggy fun. ***CH***








R REVIEW

NINTENDO64

DEVELOPER - PROBE	# OF PLAYERS - 1-4
PUBLISHER - ACCLAIM	DIFFICULTY - ADJUSTABLE
FORMAT - CART	AVAILABLE - NOW



CHIEF HAMBLETON
Fly through fog at frightening velocities!

TOP GEAR RALLY



What is it exactly that you look for in a racing game? Is it a smooth frame rate and a respectable stable of of competitors? Perhaps it's variable terrain and weather, a formidable two player mode, and awesome physics & playability? Of course it wouldn't hurt to have a wealth of options and game modes, analog control, simulation and arcade play, and cool replays either.



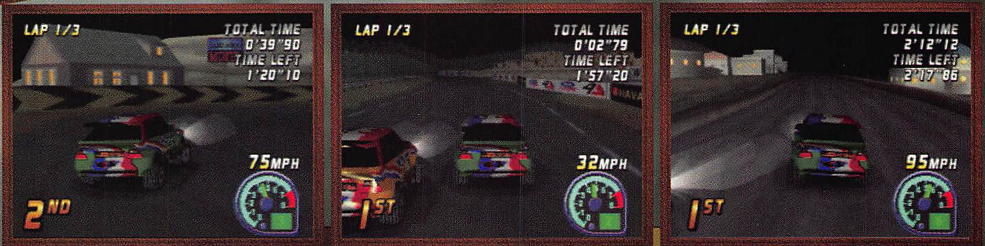




Of these 10 features would a game that had five or six of them float your boat? Well, gentlemen (and maybe even a few ladies), Williams Home Entertainment will soon bestow upon N64 gamers all of the above!

Top Gear Rally is all wrapped up and should be out (or just about) by the time you read this. If you're a Rally fan especially, settle in for a monumental challenge, insane realism and well, simply put, one of the finest off-road video games ever produced. First, tweak the car of your choice (including tires, suspension, gearbox, and steering) then head for the highways and byways... we're goin' racing! Initially two flawlessly rendered cars are available and as you progress (by winning, second won't do) speedier models will become available. You can even decal and paint each car to your liking (note the spiffy Storm car in this very spread).

Once engaged in the mud throwing mania, master the power-slide in practice mode and then enter a full blown Rally vs. 20 opponents! It takes super skills to master all five tracks as you must contend with weather that realistically effects the gameplay (to an



NIGHT TIME RACING WITH REAL TIME LIGHTING!...

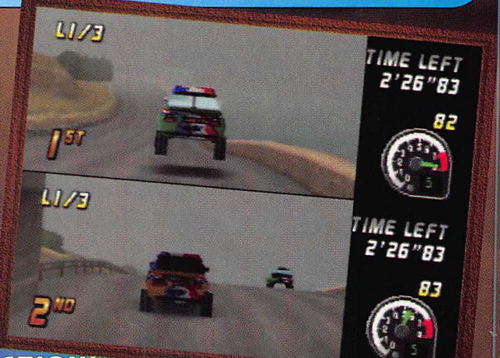


PLUS, THE MOST REALISTIC SNOW PHYSICS EVER!...



AND, TIRE TREADS THAT KICK OUT WAKES AS THE RAIN FALLS!





2-P ACTION!

R REVIEW

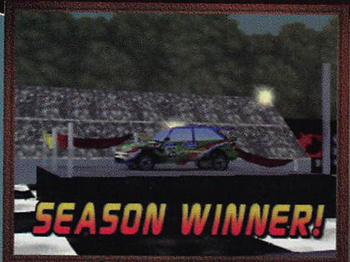
NINTENDO 64

- DEVELOPER - BOSS
- PUBLISHER - WILLIAMS
- FORMAT - CART
- # OF PLAYERS - 1-2
- DIFFICULTY - INT-ADVANCED
- AVAILABLE - OCTOBER



E. STORM
THIS GAME IS RALLY GREAT.

5 SEASONS TO WIN! NEW-FASTER CARS AWAIT!









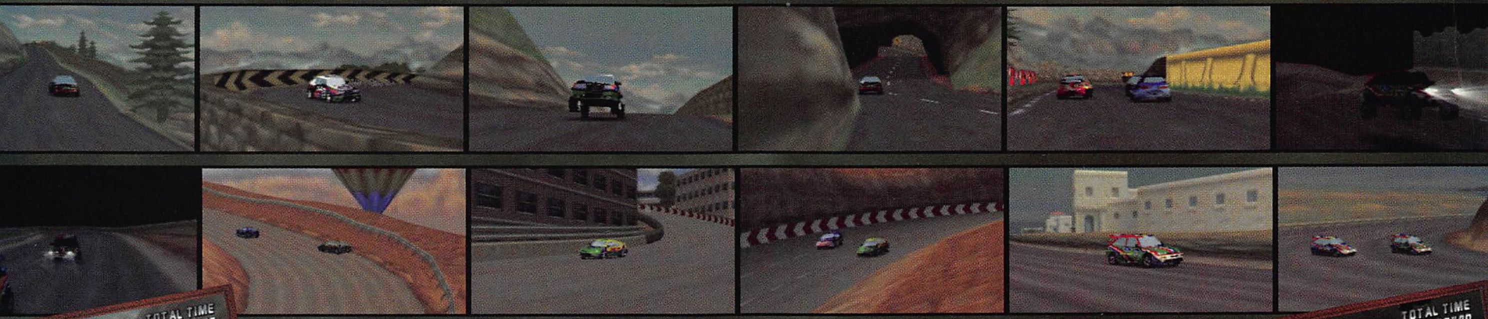








FROM THE LOW DESERT TO TWISTING MOUNTAIN PASSES, RACE THROUGH EVERY TYPE OF TERRAIN IN 5 KINDS OF WEATHER!







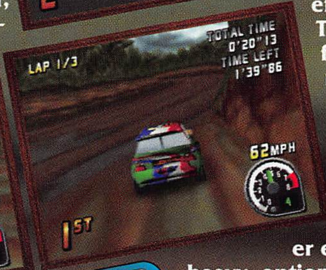












extreme degree) and ever stiffening competition. This winning combination (along with practice and arcade modes) makes TGR a lengthy & superbly challenging affair. With single laps taking up to 3 minutes each race becomes an exercise in concentration as well as precise driving skills. You just couldn't ask for anything more in the gameplay department.

Aurally all is well, with crisp, realistic engine and environmental sound FX—however, the soundtrack, due to limited space I'm sure, is quite mundane. It hardly factors in though as it's played low behind the actual race effects which should rightfully take center stage. The two player mode (via split screen) is cause for some mild clipping but a respectable frame rate is adhered to making this one of the better 2P racers out there.

If I must whine (and I must, it's in my contract) I could have done with a track or two more (although hidden ones do ease the pain) and perhaps an optional full bodied soundtrack, but given the shortcuts, superb weather effects, spot on control, respectable length, and heavy options, I choose to simply say bravo to Boss for makin' it great and Midway for marketing it as such. TGR is a winner, pure and simple. So go get all dirty... and wet... and snowy... and foggy! *ES*

SHORTCUTS! CHEATER







KONAMI FLEXES ITS 64-BIT MUSCLE!





Goemon, one of my most anxiously awaited N64 titles of this slightly dry year, has finally made its way into my wanting hands. Albeit Japanese and difficult at times to play as a result, I have my secret weapon in place (a translator) and... Konami's phone number!! As you can imagine, the first thing I did when astonishingly (I thought for sure it would be delayed, aren't they all?), Goemon showed up, was call Konami for the low down on a stateside release. If the game's an import-only title, by GF rules it gets reviewed in JNN. But if it's coming this way in the foreseeable future, it's regarded a US preview, as possible fixes and of course localization will surely play a part in the game's overall score. After enthusiastically singing the game's praises I was informed that indeed Goemon would be coming home as soon as this Christmas. You gotta love Konami of late—Suikoden, VandalHearts, Castlevania, Goemon, Metal Gear, Hybrid Heaven... they're making all the right moves.

MT. FUJI AWAITS! THE PIPE MASTER AT THE PEAK'S GOT YOUR CHAIN PIPE... GO-MON! GO GET IT!







As hyper Japanese as it is, I believe Goemon (touted Mystical Ninja stateside) will finally break into the mainstream this time out, due to some spectacular 3D adventure-filled game play, a truly memorable soundtrack (32 megs of 128 are dedicated to music) and one long, diverse, Zelda-esque quest. If Goemon makes Christmas it will beat out Imagineer/T•HQ's "Quest" and become the first ever Nintendo 64 action RPG, and that carries a lot of weight in Nintendo-land— especially with Zelda quite a ways off (the latest is 2nd Q. '98 US).

Goemon takes place in and around Oedo, Japan. On this fateful day a UFO appears carrying a band of invaders who call themselves the Neo Mt. Momo Bakufu! These evil musicians from another galaxy intend to take over (don't aliens always) Oedo using (and now get this) "Gorgeous My-Stage Tactics." That's right, you heard it here first. As I said, very Japanese! It's so cool, don't





PREVIEW

NINTENDO 64

DEVELOPER - KONAMI

PUBLISHER - KONAMI

FORMAT - 128 MEG CART

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE- NOW JPN./U.S TBA



E. STORM Konami's dedication to this series is both welcome and admirable.

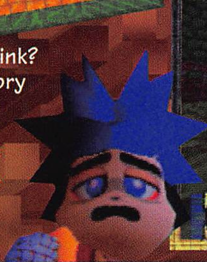








BOARD GOEMON IMPACT FOR FURIOUS 3D BATTLE ACTION! KICK, PUNCH, AND COMBO!!



ya think? I'm sure the story will be edited when the game lands here. Initially you control Goemon, protector of Japan! And with a tap of the downward yellow Sweetart Ebisu-Maru, his slightly








pudgy Ninja friend. Goemon knocks people upside the head with his pipe and Ebisu-Maru uses a mallet to stun foes. An hour or so into the game you'll run across Yae-chan, a female Ninja with a wicked sword, and finally, Sasuke, a clockwork Ninja who throws kunai. Each character plays a specific role in the game (Goemon's chain pipe reaches across chasms, Ebisu-Maru can shrink to fit through tiny openings etc.) and switching between them is effortless. Besides their normal tactics each has a special super skill as well. These also play key roles in the game. It's a lot like Zelda actually, in design. The main attractions however, lie in the game's phenomenal detail and deep gameplay. Each of the main labyrinths are spectacular, with a couple so mind-bendingly superb I couldn't believe my eyes and, the gameplay in them is equal to the task.



Technically, Konami's engine allows the player to see further than in any current N64 release and although the frame rate chugs a little it's only when you're in a massive environment, filled with spectacle. You really shouldn't (and likely won't) care. The detail in this game and the integrity of the models (the smallest villagers have blinking eyes, little ears and colorful little outfits) is astounding and the whole thing











EXPLORE COMPLEX 3D MAZES!
BEFORE YOU FIND THE BOSS, EACH LEVEL HOLDS ITS OWN ASSORTMENT OF NECESSARY ITEMS AS WELL AS IDOLS WHICH INCREASE YOUR NUMBER OF HEARTS! THINK ZELDA... JAPAN STYLE!




MASTER SECRET TECHNIQUES!

YOU'LL BE PUT TO THE TEST, BUT SUCCEED AND YOU WILL RECEIVE SUPER-SKILLS AND POWER. EACH CHARACTER'S SPECIAL ABILITIES MUST BE MASTERED TO COMPLETE THE QUEST.



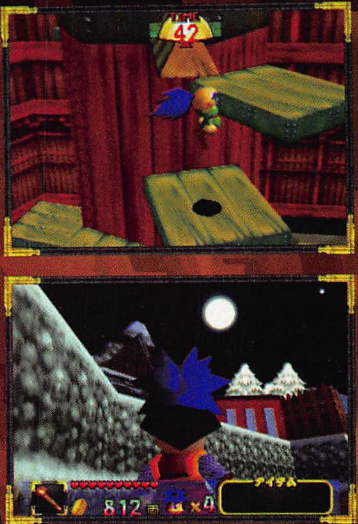


just feels huge. It's quite epic.

Besides the bosses you fight at each labyrinths end, the famous giant-robo-Goemon (code named Impact) again makes an appearance. Except this time in stunning 3D. It's the first time I've embraced this aspect of the game (having disliked it in the last two 16-bit incarnations and the PS version) which is now set up via cinema and privy to its own very special set of play mechanics. These stints are now highly memorable.

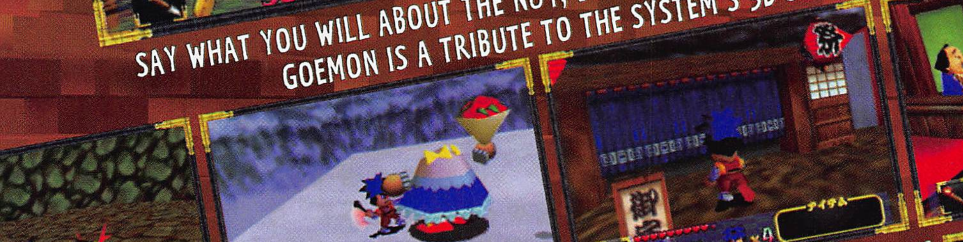
The one aspect of the game I hope they tend to for the US release would be certain areas between major locales where obviously fixable camera fall-out and glitching scenery take place. I'm happy they made the scheduled date in Japan (real happy) but now that they've got some breathing room these should be tucked away.

Although I've already exceeded the boundaries of your standard preview, I must mention the quality of the soundtrack in Goemon. It is without a doubt the deepest and most extensive yet to appear on cart. Three songs (one at the game's outset, one when you obtain





SAY WHAT YOU WILL ABOUT THE N64, BUT YOU AIN'T GETTIN' THIS ANYWHERE ELSE. GOEMON IS A TRIBUTE TO THE SYSTEM'S 3D SUPER POWERS.







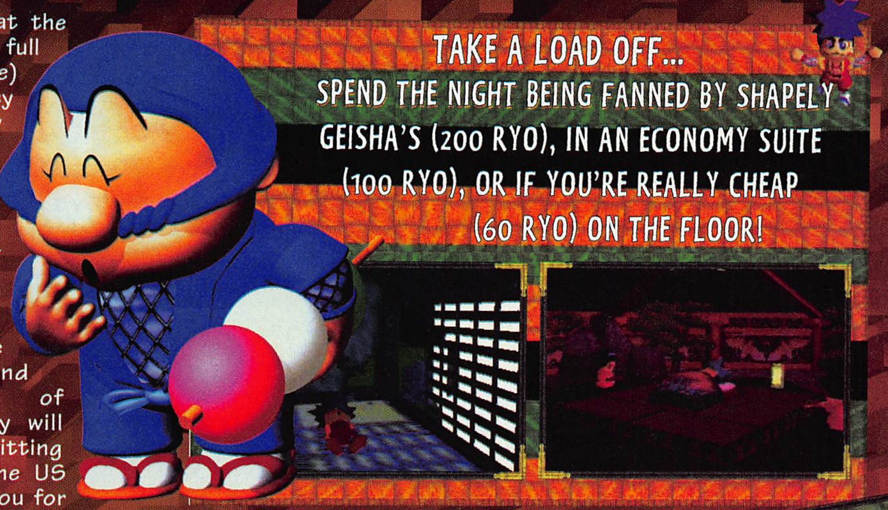




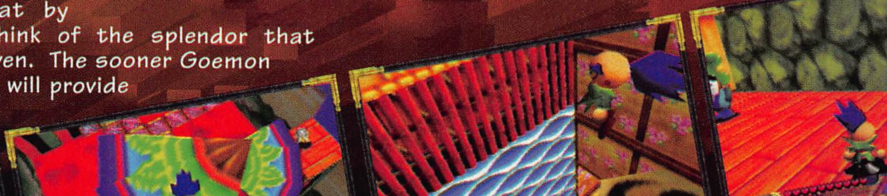


Impact, and one at the game's end) have full lyrics (in Japanese) and the rest, a spicy mix of twangy Japanese themes and spunky platform tunes, is simply delightful, as are the perfect sound effects throughout.

I'd love to go on and on about the inner workings and epic episodes of Goemon but they will come at a more fitting time, closer to the US launch. I'll leave you for now by saying that by using Goemon as a barometer, I shudder to think of the splendor that Castlevania will provide and, soon after, Hybrid Heaven. The sooner Goemon hits the States the better; it's a superb game that will provide long lasting refreshment to a genre thirsty for content and an audience that appreciates every drop. ***ES***



TAKE A LOAD OFF... SPEND THE NIGHT BEING FANNED BY SHAPELY GEISHA'S (200 RYO), IN AN ECONOMY SUITE (100 RYO), OR IF YOU'RE REALLY CHEAP (60 RYO) ON THE FLOOR!





THE LEVEL OF DETAIL, FROM THE CHARACTERS TO THE VIVID TEXTURES, IS MASTERFUL.

BUSTLING VILLAGES ARE FULL OF PLACES TO GO AND PEOPLE TO SEE. THIS IS A FINELY CRAFTED & EPIC ACTION/RPG.

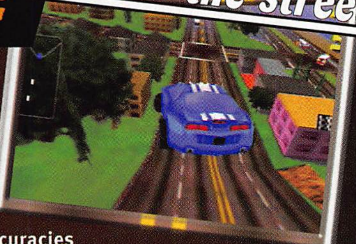
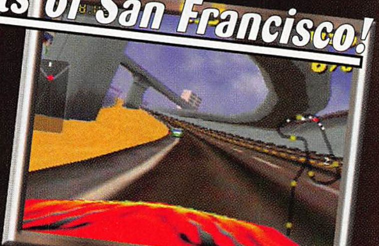
PU-RAZ-UMA!! WELL, PLASMA. JUST REMEMBER TO VIST OFTEN. PLASMA HOLDS THE KEY!!

SEE YOU AGAIN SOON!!

San Francisco RUSH Extreme Racing



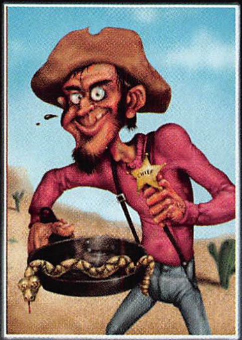

Take to the streets of San Francisco!

UPDATE

NINTENDO 64

- DEVELOPER - ATARI GAMES
- PUBLISHER - MIDWAY
- FORMAT - CART
- # OF PLAYERS - 1-2
- DIFFICULTY - N/A
- AVAILABLE - FALL



CHIEF HAMBLETON
This game must have been modeled after Waka's driving!!

Another version of *San Francisco Rush* has landed in my stinky lair for Hambleton approval, and to continue where I left off after last month's frothing, I can again extol some virtues about this great-looking (and playing) racer/flying game from Midway. First however, I'd like to iron out a few of the inaccuracies I reported last issue. Firstly, this is a faithful port-over of the arcade version, but it isn't exact. Don't expect sparklingly clear graphics; this is a slightly cut-down version of the $20,000 arcade unit, but it's as close as I'd expect it to be on any home version. Secondly, those wild claims of 60 fps action that I threw about with gay abandon. The game looks to be running more at around 30 fps with some slowdown. Not jaw-dropping, but impressive nevertheless. Cuh, I dunno, ya can't trust anyone these days... Apologies if I overexcited anyone; obviously the spirit of the Enquirer had entered my brain...

But hey, this is still a fantastically fun game to play! I've now got eight drone cars to weave about during my giddy racing antics, and all the courses are now in place. You know, this game's half about racing for first place, and half about scraping along the sides of the tracks, looking for every secret zone this game has in spades. We found an area on the fifth course where you launch (*A-Team* style) from a grassy ramp, onto the roof of a house, over a street and into a town square. Of course, even if you're slightly off center on your jump, there's little chance of landing in one piece... but the uncontrol-



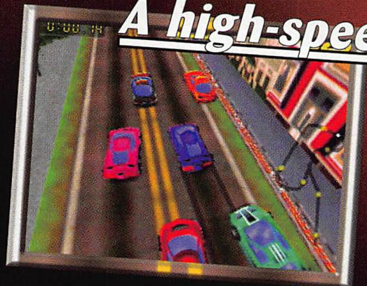
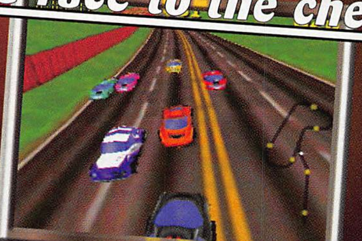
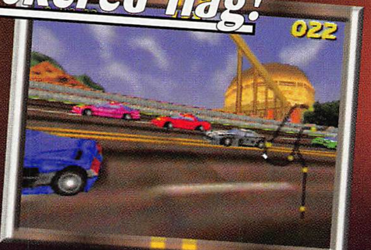


lable flight through the air (twisting violently from side to side) before landing in an inferno of fiery death more than make up for this. Think back to *Hard Drivin'* in the arcade and you'll instantly understand the insane (and totally unrealistic) 3D car physics going on in this title (hence the 'flying' motif I pinned to this title earlier in the preview).

Special mention must be made of the sixth course. Still under construction, this features the wildest ride yet, a massive straight section you roar up and down three times per lap, a secret jump which is so over-the-top I'm not even going to describe it, and a cliff-top area where one wrong bounce sends you tumbling down a ravine and into the ocean! Now here's fun; after this section, there's another mad jump where you can line up your trajectory and land your car onto the roof of a set of buildings and then down onto the tarmac. Simply demented driving that you've never witnessed before in a video game! Add to this a new 'powerslide' button (thus making braking totally irrelevant) where you press the bottom C button and your car skids left or right wildly, and you have the increased controllability problem (which I mentioned last issue) thoroughly solved.

Rush is shaping up to be the most fun racing game you can possibly have. But... there is a major wrench in the works. The soundtrack. To describe them as 'ear-splittingly awful' just doesn't do them justice; they're just simply unbelievable dirges. I cannot believe these auricle-twitching 'tracks' were allowed near this release. Seriously, I cannot enthuse less about the low quality of the music. My Commodore 64 cranks out better tunes (hell, I'd rather be driving to Kenny G in my left ear and Michael Bolton in the other). I'll give you an example of this 'amazing' two-channel sound. Take an "oh yeah!" sample. Add a 'dance' beat. Repeat at different pitches until brain meltdown. Oh, and make sure your sample rate is set to "way, way low". Adding insult to injury, Midway has had the audacity to add a 'CD player' so you can choose which track to listen to! Pardon me if I fall over in a fit of hysterics... Midway, you've heard *Goldeneye*. The Nintendo 64 can do music. Time to either quickly call up Mister Tallarico , or remove the music altogether and add another 2D tree with the free memory!

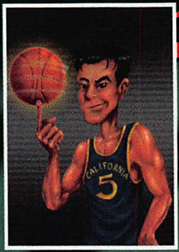
A high-speed race to the checkered flag!



Other than the musical threnody, this is set for instant GameFan approval. Check back with us next issue when we discover if Midway manages to hire a musician in time for this game's release... ***CH***

GAMEFAN Sports



JOE KIDD

KIDD'S Corner

PIGSKIN MADNESS

You gotta admit, there aren't many times in the year that are much better for sports fans! The Pennant Race is heating up, hoops is right around the corner, and football... yes FOOTBALL is here with its magical clash of helmets! You can't buy a better value meal; the 2-for-2 can't hang... One question is on everybody's mind, and that is "Can Green Bay repeat?" To most this is already a foregone conclusion. All of the pre-season experts think "without a doubt," there's Green Bay and then there's the rest of the pack. Joe Kidd say it's the Year of the Cowboys. Yes, as much as I hate to admit it, with a healthy Emmit, a very due Aikman, the best secondary in the NFL and the Chip of Vengeance riding shotgun on Irvin's shoulder, they gotta be there. Take care of that linebacker situation, and ride 'em all the way baby... Who will challenge them in the AFC? That would have to be Bledsoe and his mighty Pats. It's nice to see the Pac-10 get represented in the NFL. But they'll have to wait 'til next year to take it. Here's JK's take on the 1997-98 season: NFL team on the way up? Raiders. On the way down? 'Niners. Most Canadian-League-like? Bears. Coach who shouldn't be this year? Tie to Ditka and Mariucci. Most ridiculous contract? Steve Young. QB to watch? Slash. Most likely to get broken? Elway. Don't know a good thing when you got it? Bam Morris... Comeback year? Michael Irvin and Warren Sapp... All convict team? OK, I won't go there. Many a defense are going to finally see Pace in their face, the big guy finally signing on with the Rams. Is he really worth $3.6 million a year? Ask Kerry Collins, Mark Brunell, and all of the other early IR entrants... You need a man to protect The Man. Heck, you know you'd spend the greenbacks to see Bledsoe play, but who's gonna shell out the caish when Zolak steps in? That's right... I gotta give props to my beloved Cal Bears, who looked like the Hurricanes in blue and gold, so much speed, too much athletecism, way too many weapons. I just hope we don't finish last in the Pac... All of the football titles are finally here! Go out and get yourself a couple and let me know which are your faves. Will you go the way of Total Control Passing, will you flock to the godly graphics on N64, or will you stand pat with the tried and true? To each his own, but you know what I think, what do YOU think? Thanks for all of your e-mails—you guys know your stuff, and your feedback and questions only help me better inform you. Help me, help you.... help me, help you! (...yes, I am hanging on by a very thin thread...) Don't forget to check out GSN, the new quarterly sports mag that's on the shelves, with the Fall issue to hit soon! Keep 'em coming. Peace to Lady Di.

JOE KIDD CAN BE REACHED AT:
RLEE@METROPOLISMEDIA.COM

"JOE" VIEWPOINTS "THE ROOKIE"



QUARTERBACK CLUB '98
ACCLAIM

"Joe": There's a new kid on the block, although he's not really new, just much, much more improved. We've been waiting for the day when the players would look this real, and it took the developers at Iguana to give it to us. Gameplay doesn't match the look entirely, which is its only downfall, but N64 owners should be rejoicing anyway.

G	C	P	M	O	
10	7	7	6	9	85

"The Rookie": This series just keeps getting better. Now able to legitimately call itself one of the top football sims, *QBC* offers the kind of graphics and gameplay that should be expected from this generation of pigskin titles. True, the speed is a little slow, but this doesn't hurt the playability too much. Check this one out.

G	C	P	M	O	
9	7	7	6	8	84



GAMEDAY '98
SONY

"Joe": Every once in awhile you get a game that is "all that." This year Sony got their boys together and played out one incredible season in which they can comfortably say they've walked home with the trophy. The game is a perfect balance of fun yet challenge. The sound quality and animations prove to be a lethal combination, as *GameDay* rolls on to take the #1 spot at the box office. What Sony has been able to do on the PS is incredible. This is the real deal!

G	C	P	M	O	
9	9	9	9	9	96

"The Rookie": Without a doubt, the best football sim ever. The best graphics, the best sound and the best control; every facet of this game astounds. I dare use the term "revolutionary." One can only wonder how the hell the developers are going to top this one next year. You can bet there will be hordes of salivating fans waiting.

G	C	P	M	O	
9	9	9	8	8	95



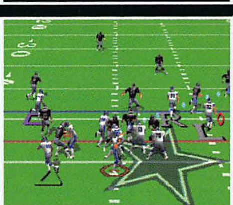
MADDEN 98
EA

"Joe": While they stood in the clear for so many years, EA has actually got some competition on their hands. I love the fact that rivalries are building up in the sports video game industry! Now that's sim stuff! *Madden* for the N64 is a solid game, and no one would expect any less. But you get the sense they could have delivered a lot more, and that maybe they were rushed? They may not have won this year, but you can be sure they'll be back in '99.

G	C	P	M	O	
9	8	7	8	7	85

"The Rookie": What disappoints me about *Madden 98* is not how good the game is, but how good it could have been. The desire to maintain great playability did not justify the decision to remain sprite-based. *GameDay* proved that a polygonal game could control just as well as a sprite-based game. The end result is a football sim that falls short of the greatness that it was expected to achieve. *Madden* being the best is no longer a foregone conclusion. Saying that hurt...

G	C	P	M	O	
8	9	8	7	7	86



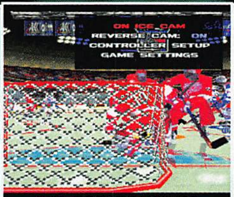
VR'S JIMMY JOHNSON FOOTBALL
INTERPLAY

"Joe": I feel bad that I just don't like *VR Football* or *Baseball*, when so many other people love them both. I don't know what's wrong with me, there's no doubt they know everything there is to know about sports, as their reputable AI will attest. I don't have anything against Interplay, but I just can't take this title seriously being in the latter part of the '90s.

G	C	P	M	O	
6	7	6	6	8	63

"The Rookie": Two years too late. What would have been a solid football sim a couple of years back, is now only a marginal title. Plenty of stats, the ability to create your own plays, and team management make this a curiosity for hard-core sim fans, but the rest of you will cringe at its 16-bit graphics. This game engine needs a lot of WD-40.

G	C	P	M	O	
5	7	6	6	8	67



NHL BREAKAWAY '98
ACCLAIM

"Joe": A year ago, the plans were grand, the blueprints clear. I would have bet the ranch that this game would be the #1 hockey title, but a lot of things happen throughout a year's time and Acclaim knows all about that. Breakaway doesn't live up to the lofty aspirations they shared with us, but still remains above average in stature.

G	C	P	M	O	
7	7	7	7	7	76

"The Rookie": Acclaim has thrown its hat into the hockey realm, and managed to produce a respectable first opus. Average graphics and poor sound are off-set by good control and some great options, but the final product will annoy puck-heads for its questionable offensive AI. Rent this one, and then try back, next year.

G	C	P	M	O	
7	7	7	4	8	74



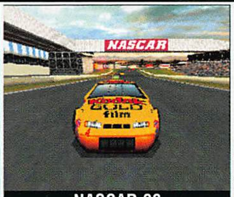
ALL STAR HOCKEY
SEGA

"Joe": It's nice to see Sega come out with such a solid line of sports. Last month *World Series*, this month *All Star Hockey* and there are more on the horizon! Gives a little hope to Saturn owners across the world. May be a bit arcade bitten, but that's what makes the world go 'round. Solid for Saturn.

G	C	P	M	O	
7	8	8	8	7	81

"The Rookie": It's *Powerplay*, folks. Team radical built this puppy, and Sega slapped another name on it. That's neither here nor there, though, because *All Star Hockey* is, still, a great game. The graphics aren't as pretty as PS *Powerplay*, but the control is sturdier. Better than last year's version, Radical's second installment doesn't have the same element of surprise that last year's title did, but still delivers. It is a bit easy to score, top shelf, but what can you do?

G	C	P	M	O	
7	8	8	7	7	83



NASCAR 98
EA

"Joe": Round and round it goes, where it stops... who knows? I was kind of wondering this as I proceeded to turn into my 139th lap on an oval course. This game is all about the 2 man race, head to head competition baby, bobbing and weaving, juking and jiving... it's not boxing, but you get a major sparring feel. Fun game but not a lot new from last year.

G	C	P	M	O	
8	8	7	7	7	84

"The Rookie": It's Daytona USA with the NASCAR license. *NASCAR 98* has all of the official tracks and teams, as well as some nifty options. You can be Dale Jarret, Ernie Irvan or Kyle Petty, if you'd like. Unfortunately, the control isn't as realistic as it could be, and the graphics aren't up to par with the likes of *Rage Racer* or *Sega Rally*. Nonetheless an enjoyable racing game.

G	C	P	M	O	
7	6	8	7	8	80

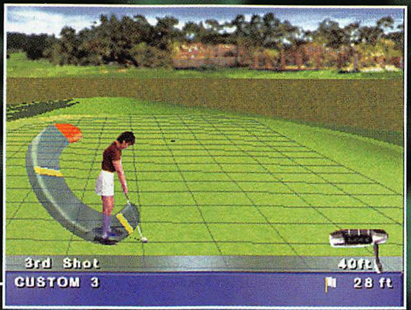
« PREVIEWS «

Well it looks as if EA has addressed all of the gameplay problems people had with last year's *FIFA*. Look for faster gameplay and more responsive controls this time around. The AI has been enhanced on both sides of the ball, and strategy is at an all time high. Select from 16 outdoor stadiums from the qualifying divisions and one indoor, exhibition facility. 3 custom cup modes which includes the World Cup qualifying mode. Look for a really "live" crowd with new crowd sounds and authentic team chants too!



FIFA 98
EA

It's time to dust off the sticks for EA *PGA Tour 98*. You'll wish real life was this good as you traverse between 5 championship courses: Pebble Beach Golf Links, The Bay Hill Club, TPC at Sawgrass, the Colonial Country Club and TPC at Scottsdale, Arizona. There are 8 modes of play to choose from and the engine has been upgraded with all new ball physics and graphics that are better than ever. You'll be able to tee-off against 58 PGA Tour golfers in playoff mode, so you better work on that grip!



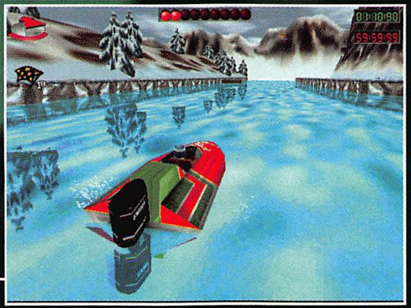
PGA TOUR 98
EA

Get ready for sports by Atlus! Wait a minute, isn't that the same Atlus that brought out *Ogre Battle*, *Tactics Ogre*, *Persona* and all those other RPGs? As a matter of fact it is, but now they're gearing up for the Winter Olympics with their own rendition of the games. *Snow Break* is a ways off, but it looks like it'll catch you with its break-neck speed and nasty falls. If Atlus can develop a comparable reputation in sports, as it does in RPG genre, we'll be in luck. Stay tuned.



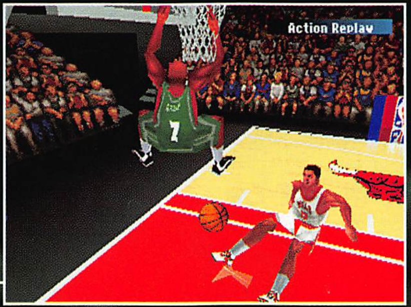
SNOW BREAK
ATLAS

Powerboat Racing by Interplay may end up being one of the most surprising, high-speed action games to come. Even in its early stages, the graphics and sense of speed and power is impressive. This polygonal, racing experience will take you through 8 tracks and a dozen or so boats. You'll love the real water physics, as you maneuver through the wakes and splashes.



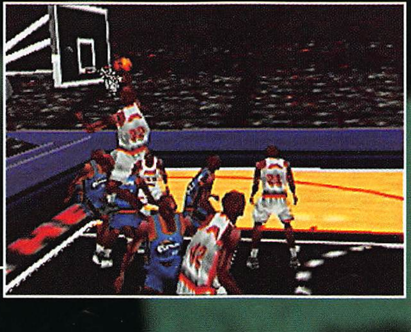
VR POWERBOAT RACING
INTERPLAY

With powerhouses like *In The Zone*, *Live* and *ShootOut*, *NBA Fastbreak* could be the sleeper we never expected. Already solid are the graphics, AI, strategy, and features. But these guys won't be satisfied with being second best, and don't care if they've never done a hoops sim before. They already have things like Practice Mode, player injury animations, several dunk looks and more. You'll be pleasantly surprised with this title when it debuts, just a jumpshot away.



NBA FASTBREAK
MIDWAY

In The Zone is coming to the N64! How sweet is this going to be? It's already a beautiful looking and playing game, and should only be enhanced by the capabilities of the N64. We'll see if they address any of the AI issues, and the major defensive cloning action. But no one ever disliked the game, how could you? It will be interesting to see how they integrate the N64 controller into the game and whether or not it enhances or obstructs.

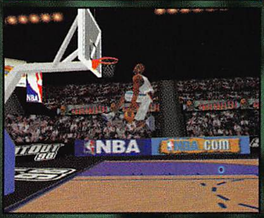


IN THE ZONE '98 FOR N64
KONAMI

Last year's best basketball title will look to return the favor in '98. *ShootOut*'s balance of looks and gameplay tied in so well, and although some may argue, nothing was lost in the way of it being a true sim. You cannot ever completely abandon all arcade qualities in any video game, but some games go overboard in their pursuit of realism, and in the process... take all the fun out of the game. Get a load of what's in store in '98! All new motion capture, 4 times the animations, 30 signature dunks, Total Control dunking, shooting and passing, new NBA Playbook, new 2-on-2 mode and NBA All Star Game, real NBA awards (MVP, Scoring, Rebounding, Defense, Rookie and Sixth Man), new player and crowd sound effects recorded in Surround Sound, realistic player performance and sizes and much, much more. Watch out, because even the Reignman can't stop that!









SHOOTOUT '98
SONY

NBA LIVE 98
EA

I wasn't the biggest fan of *NBA Live 97* last year, I enjoyed it, but when the others came along, it became an ornament for the bookshelf. This year we've got a totally different story. I've had an opportunity to play the alpha versions, and boy has it grabbed my attention. Fade-aways, leaners, put backs, signature moves and a very Live crowd. EA has taken their sports games one step further, and have actually started to implement actual sponsors into the game, like the Sprite Halftime Report. To my relief, the speed of the overall game is much quicker and not sluggish like last year's. Player movement is fluid, and players really look like they're jumping according to real time and physics, which is rarely seen in sports games. One feature I am really looking forward to, is the 3-Point shooting contest. What a neat idea, huh? It's a lot of fun, but you gotta make sure you hit the money balls!









EA DELIVERS THE BIGGEST SURPRISE IN SPORTS THIS YEAR!

NHL 98

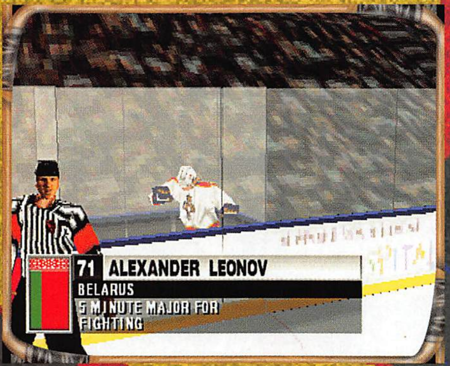


LET'S GET READY TO RUMBLE!









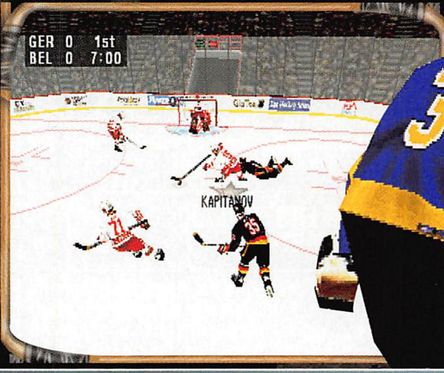




THE COMPETITION BETTER STUDY THE GAME FILM









My faith in EA had been shak en, as of late. With some lackluster product, in the form of *NASCAR* and *Madden*, I wa worried that they might mar their most pristine of franchises: *NHL*.

You could imagine my relief whe booting up *NHL 98*, the newest installment in the monster franchise. My faith was reconfirmed and my buttons had been pushed, because, not only is *NHL 98* a retur to top form for EA Sports, but it is also the best hockey sim to hit the console since the legendary *NHL 9* for the Genesis.

I'm not going to talk about the basics of *NHL 98* because they are neither unique to this franchise, no particular to this installment. Wha makes *NHL 98* stand out are its con trol, presentation and sound.

It is commonly agreed that the best playing hock ey sim, ever, is *NHL 94*. I'm not going to go so far as to say the control in *NHL 98* is as good (it's not), but it is the best playing 32-bit title to date. Even with the fast tempo, the control remains tight and extremely responsive. Granted, some of the physic that are implemented by rival titles are sacrificed t maintain such response, but it in no way detracts from the game's playability. In fact, it is refreshing see a sim that respects the speed of the gamer's reaction ability more than the physical reality of an given movement.

The presentation of the game is another stellar aspect. While the action is covered like any other hockey title, the camera activity (coupled with the commentary) switches around, during any stoppag of play, either focusing on players going to the penalty box, or zooming in to check on the goalie, he waits for the play to start up, again. While play ing *NHL 98* you get the feeling of it being a true, hockey, telecast.

Perhaps the most remarkable achievement is th commentary. Much like the commentary in *Triple Play 98*, *NHL 98* has two commentators, filling in th play-by-play, as well as some meaty color. Your excitement level in any given situation is heightened by the excited chatter of the play-by-play announcer. Likewise, during down time, the color man will fill you in on a specific player or on the h tory of the home team, keeping the pace of the game smooth, and always interesting.

NHL 98 is a superb sports title. Just when I was about write off EA as falling behind, they blast back with what is now th high-water mark in hocke gaming. *TR*



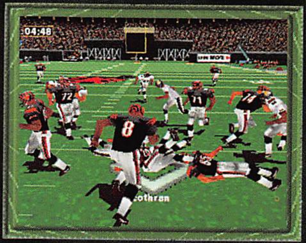
GAMEFAN SPORTS — REVIEW — PlayStation

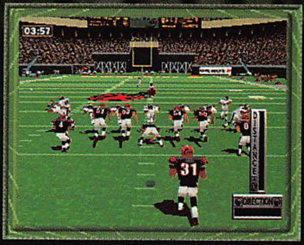
DEVELOPER - EA	# OF PLAYERS - 1-8
PUBLISHER - EA	DIFFICULTY - ADJUSTABLE
FORMAT - CD	AVAILABLE - OCTOBER



THE ROOKIE
Truly the 'Coolest Game on Earth'!









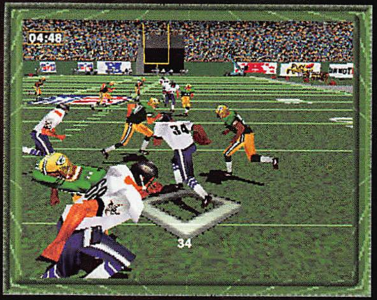
NFL GameDay '98

All hail the king! *GameDay '98* has entered the building, and has assumed the throne. A season of intrigue came to a conclusion this month as *GD '98* climbed to the inevitable top. This early entry candidate for Game of the Year has taken football fans by storm, with the most complete demonstration of gridiron dominance in history. Similar in reaction to the impact that *Madden* had on the Sega Genesis, *GD '98* is looking as smooth as the Brett Favre-led Green Bay Packers themselves (although the Cowboys will win this year).



What was it about *GameDay* that brought the house down? Well, I gotta say... those hits send a chill up my spine! You just have to look once at the Safety coming up and laying the back... on his back, see Emmit straight arm 5 guys and drag a sixth into the end zone, or lay out Young for concussion #5 and you need look no further. The timing and responsiveness of this game, coupled with marrow-curdling sound effects, and Theismanesque animations make this game a literal explosion on your big screen.

Fans of the running game behold, as *GD '98* has revived the lost art. I could never see the holes before, but lo and behold, I see them now! The way the line shifts, stunts and advances gives you the sensation of a rolling wave, and just as the boogie-boarder looks for that hole to shoot through, so are the eyes of Curtis Martin, Jerome Bettis, even Kordell. Speaking of Bettis, he is this year's poster boy for Sony. *QBC* has Favre, EA has Madden, but Sony has recruited a man known solely for his reputation of defense brutality. The man pummels the opponent into an unwilling, crumpled mass of body, that is fearful to make contact again. A man who simply lowers his shoulder into you, and you are sent into uncontrollable trembling and remorse. This is the man Sony chose for *GameDay '98* because he reflects everything that is the game, a physical, unrelenting bearer of wounds. That's what Sony's mission was toward the rest of the competition, and that is what they have so successfully done with this year's entry.

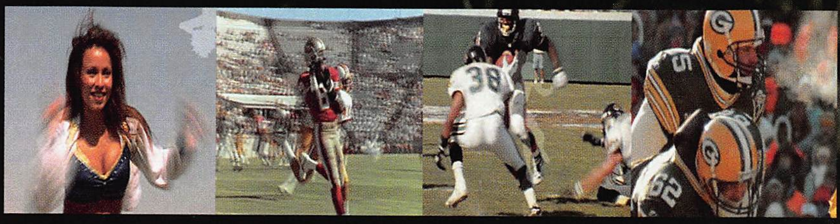


Passing is where it all comes together though. There is no other aspect of the game that better translates your ability to have complete control over all things at all times, than there is in Total Control Passing. I've never seen a feature immerse itself so influentially upon the game, that it actually has your opponent vowing never to learn how to use it. At the same time, he's constantly wondering why he cannot complete passes that you can. I mean, have you ever heard of such an oxymoron in the fields of football? Such resentment towards its effectiveness, that they actually refuse to learn it... like that's their way of getting back at you! Believe me, I've seen it happen a few times and I couldn't believe it myself when I first experienced it. "Let me show you," I begged them. "Screw you and your TCP! ... Dang it! Why can't I complete that?" Ahhh... it sure is difficult to share the pain of the stubborn.





Sony has done everything right with this year's *GameDay*. Joe Kidd says hats off, job well done... I can hardly wait to see the rivalry heat up next year. It's not often a game like this comes along, so don't miss out on this future Hall of Famer. **JK**



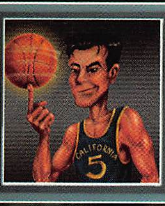




GAMEFAN SPORTS REVIEW

PlayStation

DEVELOPER - SONY	# OF PLAYERS - 1-8
PUBLISHER - SONY	DIFFICULTY - ADJUSTABLE
FORMAT - CD	AVAILABLE - NOW



JOE KIDD
The Quest is over.

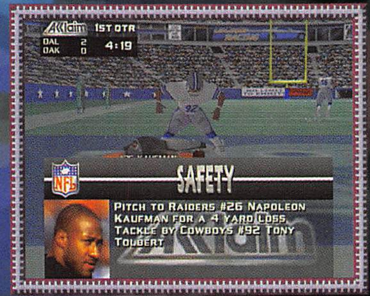
NFL Quarterback Club '98

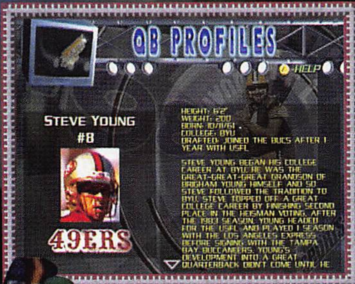












As I've stated before, this has got to be the year's Most Improved game. *NFL Quarterback Club '98* has elevated itself from after-dinner-mint status to the fine wine list. The reputation that *QBC '98* has established this year is one that boasts the most awesome graphics of any sports game ever, polygonal players that are so smooth-skinned you'll want to spank 'em. That's quite a billing for a franchise whose last version was still playing towel boy to the likes of *Madden* and *GameDay*. This year, with the highly touted N64 system, Acclaim has put the skeptics to rest.

Once you get over the shock of the look, you dive into some hardcore action. They've taken this contact sport called football and turned it into a 3D hitting extravaganza for the N64. Defenders pop balls loose from receivers' hands, and QB's are sent sprawling being hit from their blindside, giving it the best feeling of contact of either N64 football game. In *Madden* you'll get pissed by the multitude of ankle tackles and take-downs by incidental contact, in QBC '98 there's no doubt about it when you got hit, you deserved to go down. The look, the sound, the feel, it's all there.

But just as in *Madden*, the running game is sterile. You would have to personally hire a developer to come and tutor you in the finer art, because without their guidance and wisdom, you can certainly count on negative rushing yards... again and again. I don't know if it's an N64 thing or what, but just as I do with *Madden*, I defer to D-Pad; there's just more control. The responsiveness and overall speed of the game is slower than I prefer, but it seems to work nicely in conjunction with the animations. There is one area however, that goes against my "defensive AI principles". Aside from the fact that there is just too much cloning going on by defenders, defenders in general are much faster than the offense. I've had linemen catch up to Jerry Rice, and I've got some issues with that. In my estimate, guys shouldn't be breaking out for big plays all the time, but that problem is solved by the AI, not by the speed.

As far as the commentary goes, it is somewhat lacking, but we all know Marv has got a lot of appointments to get to... it's too bad the





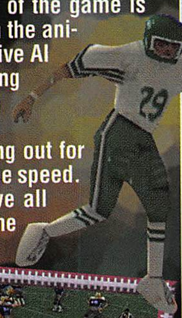


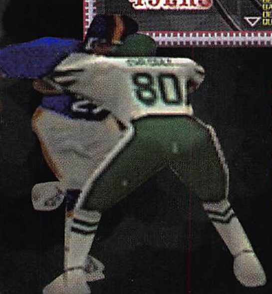


With the advent of the N64, QBC '98 has taken this contact sport to the next level. 3D hits are where it's at.

crowd doesn't do anything to help out his hollow insights. But this is more than made up for in options like: Create Player, Create Team, Fantasy Draft, and more. Look for every NFL player, every NFL stadium, every NFL jersey, and yes... every NFL team as well... a *QBC '98* exclusive for the N64. *QBC '98* may be the most statistically intense football game available on any system, as well as player attributes that represent to a T (except for when Russell Maryland chases down Jerry Rice). You'll be pleased to own this title, and you should see as much if not more play time with it as *Madden*. **JK**







GAMEFAN SPORTS



REVIEW

NINTENDO 64

DEVELOPER - IGUANA

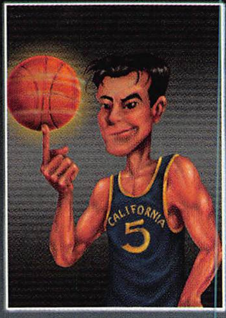
PUBLISHER - ACCLAIM

FORMAT - CD

OF PLAYERS - 1-8

DIFFICULTY - ADJUSTABLE

AVAILABLE - NOVEMBER



JOE KIDD
Is it live or is it *QBC '98*?



MADDEN 98

I'm getting mixed signals from the Madden camp, and that's not good when you're dealing with the defending champion. I mean, one week they're telling me they didn't do polygons on PS because they didn't think polys worked with the game of football, and that speed would be sacrificed at the expense of looks—a compromise they were unwilling to make. The next week, they're telling me that they've got a surprise, and what is it? Polygonal football on the N64. Me being a logical guy, I came to a few conclusions, but to boil it down to its bare reality, either they were right about polygons not being able to work with the game of football or... they were wrong. In any case, they've covered both sides of the stick and so you can play both and decide for yourself, just as I have.

Let's get one thing straight: there's no one that's played more *Madden* in a lifetime than I, because it's simply been the best. 90% of the games I own are sports titles, and 90% of them are EA's. So it's safe to say, I'm more than a fan of EA sports. I am as sold out on EA products as one can be but I gotta call it like I see it, and I like last year's version better. Why? Well to me, last year's game may not have had the animations and AI improvements of this year, and it didn't have analog control either, but the overall package was more coherent and everything just clicked. If I can't find my rhythm, then we've got problems. Why should I have to compromise my gameplan because of the game? I'm all for making certain adjustments, but if I have to pass all the time because running gets me nowhere, or I have to use the D-pad because the analog is too sensitive, then the game becomes an imposition, and when that happens, that's a serious obstacle to fun and playability. Being such a huge fan of EA games, I expect perfection from them, and any less is a disappointment; it's the standard they've created for themselves and we've responded with high expectations.

The game itself, in comparison to nothing, is a very solid football game—better animations then we've ever seen in any previous *Maddens*. Liquid AI is as wet as ever, and the passing game looks beautiful. You'll love the over-the-shoulder catches and the way the receivers get up for the high passes, and the end-zone celebrations... smokin.' Everyone loves the way this game looks; it does have an impressive appearance. The stadiums really capture the immense depth of NFL stadiums, and although the sound does not equal that of *Triple Play 98* or *NHL 98*, it's still top of the line.

What may be my single, largest frustration (next to no NFL license) with the game, is the running game, which is more difficult than ever. I understand there's a learning curve involved, and that once you learn how to run it's not that difficult. There are certain things sports gamers can bypass, but some obstacles will simply deflate a gamer's interest due to sheer annoyance. Some games load too long, some have awful graphics, some are too slow, and some have everything wrong. For me, the irony of a "more realistic running game," (and I know how to run), is that the more you are hindered, the less of a sim it becomes. What kind of NFL team has to air it out 9 out of 10 plays? What other choice do I have? I'm not going to take a loss, get knocked behind the line 3 times and punt, solely for the purpose of "learning" to run. I even put the game through the "Barry (Sanders) Test"—running Barry, against some of the weaker D's in the league, and although I had a good run here and there, overall? Frustration. Even got stuffed in definite pass situations, like 3rd and longs—no dice. I'm not the PR guy, I'm supposed to be the "expert"—last time I looked, I'm still the same guy beating guys by fiddy.

Many people really love the analog control, many credible people. Apparently there are huge advantages to using it too, mainly in the increased number of directions you can pursue with it. For me? I'm a D-pad kind of guy, I need to press hard and press fast, and I can't do that with the analog lest I want to send my guy into the stands. Everyone has their own preference though. Even with the D-Pad though, player responsiveness is a little slow, and you don't really feel as if you're running and hitting people. I don't sense the contact, the heavy-breathing, the war in the trenches. I'm not sold there.

But the question remains, did I have fun playing it? I believe that I've never met a *Madden* game that didn't grow favorably upon me. No, this game doesn't blow me away, and I know I've shared my gripes. But man, I expect a lot from these guys, these are the things people want and EA's got the talent to put out the best product on the market. So maybe I'm like the spoiled Green Bay Packers' fans and expect too much? All I know is EA made an impressive game here, but it isn't enough to win the SuperBowl in my house. *JK*



















GAMEFAN SPORTS



REVIEW

NINTENDO 64

DEVELOPER - EA

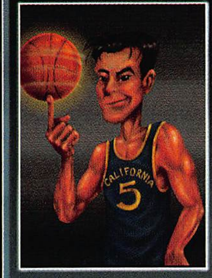
PUBLISHER - EA

FORMAT - CD

OF PLAYERS - 1-4

DIFFICULTY - ADJUSTABLE

AVAILABLE - FALL

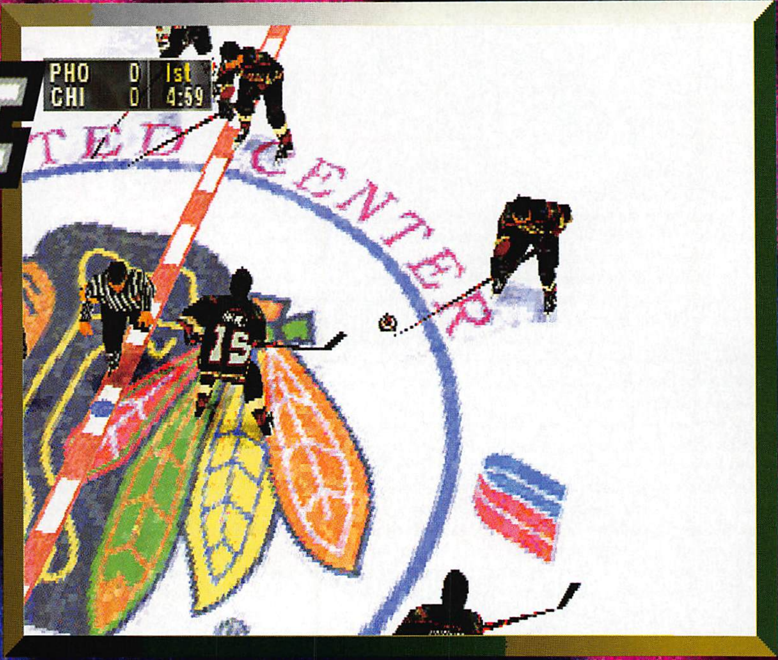


JOE KIDD
Foxborough? Charlotte? That hurts.

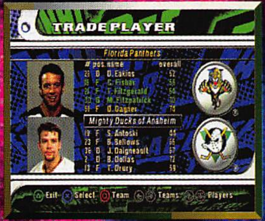




NHL FaceOff 98











Hockey enthusiasts will appreciate the ultra-advanced AI, as each player not only has their real life, individual attributes, but they also adhere to their team's play style too.

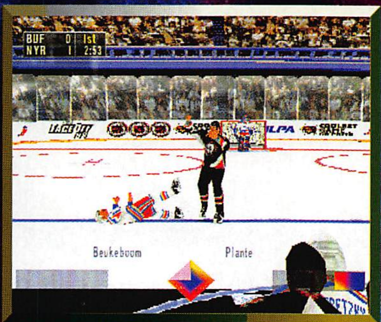




I'm truly embarrassed having confused this game with other titles in previous issues, because the simple matter of it is, there is no other game like *NHL FaceOff '98*, from Sony Interactive Studios of America, who will forever be known here at GF as the innovators, creators and masters of the revolutionary Icon Passing System... word. Last year's version of *FaceOff* was just the tip of the ice skate, as this year's version may make you forget there ever was a last year. The Icon Passing has been tweaked in a way where you'll never be able to go back to the standard, directional pass method, because the new style is so effortless, and at the same time innovatively worked into the overall strategy of the game. We're talking 3D, polygonal players that are so detailed and fluid, you may suffer whiplash from all of the double takes you'll go through. The animations will knock the wind out of you as you hit the quivering boards from 8 different pressure points, pass between your stunned opponent's legs, knock the Gatorade bottle off as you shoot for the corner of the net... falling, gasp as you watch your goalie snatch the puck from the air... on his knees! Tito... get me a tissue.

Sony spared no detail in this year's *FaceOff*, as they've even incorporated each team's individual crowd chants, organ music and goal sirens and horns. As Sony's Kelly Ryan says, "We've little-thinged this game to death." Sure they have all 26 NHL teams and arenas with exact replicas of team logos emblazoned at center rink, sure they have all of the most recent NHL transactions updated onto the rosters, and yes they have real NHL awards, tons of stats and 3 team jerseys. But all of those options come a distant second to the overall gameplay and AI.

The play even in its initial stages is the smoothest I've seen and there are some great hockey games out there right now. The crisp passes are so quick and precise, it's a joy to execute. Everything you ever imagined in a hockey game in terms of AI is in there, and many things you never expected like increasing difficulty of play as playoffs progress. The players have all of their real life attributes, and tons of intangibles built in for the true hockey enthusiast to make note of and appreciate. *JK*







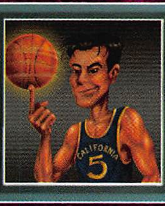
Whether you're facing off or squaring off, this '98 version of *FaceOff* is sure to deliver a knock-out blow. The animations we've seen thus far are the most advanced of any sports game ever.

GAMEFAN SPORTS

P PREVIEW

PlayStation

DEVELOPER - SONY	# OF PLAYERS - 1-8
PUBLISHER - SONY	DIFFICULTY - ADJUSTABLE
FORMAT - CD	AVAILABLE - OCTOBER



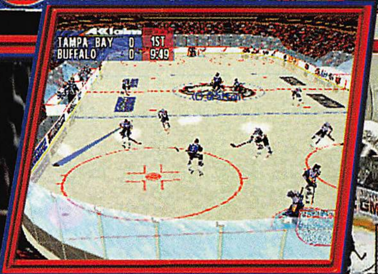
JOE KIDD
Is this the future of hockey?













Over the last couple of years, Acclaim has forged itself a respectable sports division. With *Quarterback Club* and *All-Star Baseball* improving every installment, it was only time until they branched out into hockey. The end result: *NHL Breakaway '98*.

The graphics of *Breakaway* are not the best on the market, but they certainly do the job. Extra notice goes to the ice, however, which looks almost exactly like the real thing. The players look more like the "skinny" guys in that old NES hockey game more than anything else.

The element of role-playing makes an appearance in *Breakaway*. As a user, you will accrue "points" as the season progresses. Use these points to rehabilitate injured players, upgrade player abilities and smarten up your coaching staff. A great idea in sports gaming that I hope is continued, and borrowed from.

Sound is one area where *NHL Breakaway* really drops the ball. There is commentary, but the game sounds are so pee-wee. Post clanks are dull, bodychecks are wimpy, and the echo is almost non-existent. The organ could also use a little help.

The importance of stat tracking wasn't lost on the developers, so attention has been paid. All of the stats, season and otherwise, are here. One area of question is the minimal difference between team ratings. The gap between the best team and the worst is only nine, or so, points.

What you have, up to this point is a solid hockey sim. What hinders *Breakaway*, and prevents it from rising to the next level is the game AI. It's good, but not good enough. No one will be able to complain about careless mistakes, but the offensive and defensive AI is not at the level where *NHL 98*, or *Powerplay* are. In all fairness, though, for a first-year opus, a nod must be made to the developers for what they did accomplish. You need to learn from experience, as well as others' mistakes...

As a side note, a separate engine has been included, for fighting. As in all games, no benefit will be received for winning, so it is best to avoid it altogether.

While not of the caliber of some of its competition, *NHL Breakaway '98* manages to appear on the scene, looking sharp, and ready to claim a piece of the pie, for itself. ***TR***









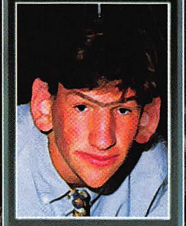


GAMEFAN SPORTS

PREVIEW

PlayStation

- DEVELOPER - ACCLAIM
- PUBLISHER - ACCLAIM
- FORMAT - CD
- # OF PLAYERS - 1-8
- DIFFICULTY - INTERMEDIATE
- AVAILABLE - NOW



THE ROOKIE
Lookin' sharp, and ready to claim a piece of the pie...

NHL BREAKAWAY 98

NINETY-EIGHT











HULKAMANIA ON THE N64!

WCW vs. NWO

WCW vs. NWO: World Tour is about to hit the N64 so all you wrestling mutants should stand up and take notice. After extensive play at ringside (and several lost teeth) we're here to bring you the definitive word on this most popular of american 'sports' (at least the Postmeister tells me it's a sport—I'm not so sure).



64-BIT MADNESS



Seeing as how there aren't too many wrestling games out on the N64 (ok, so it's the *only* one—so what…stop looking at me!) makes this all the more of an event. T•HQ's first wrestling game for the N64 (two already exist on the PS) features over forty-five wrestlers in total, each with their winning taunts (like the NWO's hand sign, or Diamond Dallas Page's high five sign) and unique, flamboyant wrestling styles (although I could do without the whole tights thing). More than twenty WCW and NWO wrestling superstars, including Hulk Hogan, Sting, Randy Savage, The Giant (who incidentally is not Andre the Giant's real son), Diamond Dallas, Ric Flair, Lex Luger, The Outsiders, Syxx, Dean Malenko, Eddy Guererro, Chris Benoit, Scott Norton, Buff Bagwell, Eric Bischoff (although he's not even a wrestler), The Steiner Brothers, Steven Regal, Rey Mysterio Jr., Ultimo Dragon, Glacier, Wrath, and NWO Sting. Got all that? 'Cause I sure don't. The other wrestlers are taken from New Japan Pro Wrestling, as well as some WWF wrestlers like Vader, The Road Warriors, and Hakushi. Although 'cause Acclaim owns the video game rights to the WWF you won't be seeing their actual names in the US version. I would have liked to have been able to play with, err, um, as, some of the wrestlers' lady friends as well.

Each wrestler has a unique assortment of over thirty body-breaking moves, and a four player tag team mode is also featured—so grab some friends and slam 'em into the turnbuckle!

PREVIEW

NINTENDO 64

- DEVELOPER - ASMIK
- PUBLISHER - T•HQ
- FORMAT - CART
- # OF PLAYERS - 1-4
- DIFFICULTY - ADJUSTABLE
- AVAILABLE - NOVEMBER



ENQUIRER
Those aren't pillows!

The game includes four different game play modes: WCW vs NWO, Tournament, v.s., and Battle Royale, which unfortunately doesn't show all 20 wrestlers in the ring at once, but wouldn't it be nice if it did! The cool thing about Battle Royale, however, is that after you're eliminated, you can stay outside the ring and interfere with the match. Respect! The best option available allows you to move wrestlers from the WCW to the NWO, and vice versa. It's kinda like trading in a real sports game (ha!). WCW vs. NWO is also compatible with the Rumble Pack, so expect the on-screen mayhem to be accompanied by slick vibes and a jammin' pager buzz. As far as character intro music goes, their wasn't any to be heard in this version and from my understanding there probably won't be any in the final (hmmm, CD would've been a good idea, eh?).

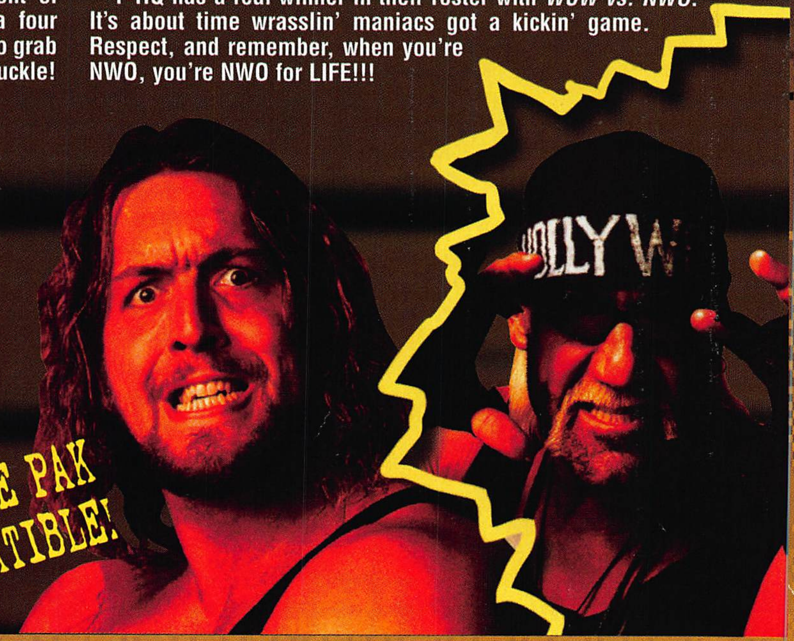
A couple of things I especially missed were FMV intros and the aforementioned entrance theme music, but because of memory limitations it's not gonna happen <cough> cartridges <hack> bad move <ahem>. I would love to see T•HQ add certain popular, yet inexplicably absent wrestlers such as "Rowdy" Roddy Piper, Harlem Heat, Larry Zabisko, Steve Mongo McMichaels, Konan, and Sid Vicious (who at press time is rumored to be coming back to WCW as Jeff Jarret's Body Guard—thanks to Scoops for that info).

T•HQ has a real winner in their roster with *WCW vs. NWO*. It's about time wrasslin' maniacs got a kickin' game. Respect, and remember, when you're NWO, you're NWO for LIFE!!!





RUMBLE PAK COMPATIBLE!




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M2 Cancelled—D2's Fate Unknown

Conceding that they're not up to the task of breaking into the already over-saturated video game market, Panasonic has officially cancelled the M2 game system. This move, rumored for years, pretty much closes the book on the CD-based 64-bit successor to the 3DO that was once the talk of the industry. We may still see M2-based arcade games, and Panasonic released some vague statement about using the M2 technology (for which they paid $100 million) in various other products, but really, who cares?

The only real loose end is *D2*, the amazing Warp game that was the only officially announced M2 product. The game was said to be nearly complete, and was hotly anticipated by fans of the original *D*. Warp president Kenji Ino, who had been hinting for months about the M2's demise, said that Warp will release the game on another platform, but the decision as to which platform had not yet been made. He acknowledged that no system currently available is capable of an accurate translation. We'll simply have to wait and see.



Square Announces Two New Games:

ChunSoft's *Mysterious Dungeon* series, which began with *Dragon Quest* spin-off *Torneco's Great Adventure* and continued with *Shiren the Vagabond*, has a new title coming: *Chocobo's Mysterious Dungeon*. The game will be produced by the *Mysterious Dungeon* series' key staff, but will be released by Square. The move is similar to when Square bought out the key members of *Tactics Ogre*-developer Quest, and had them make *Final Fantasy Tactics*, proving once again that no small, well-regarded game developers are safe from Square and their large bags of money.

Like all of the *Mysterious Dungeon* games, *CMD* is just a long series of dungeons that change every time you start the game up, and is kind of a cross between an action-RPG and a board game. This time around, the main character is a Chocobo, and many of the enemies and supporting characters are straight from the FF series as well. Look





Chocobo's Mysterious Dungeon





Xenogears

Nintendo 64 First-Party Game Release Updates

It's been a slow year for Nintendo, with only three first-party game releases in Japan so far this year. Luckily, things look like they're finally ready to pick up, as the producers of both *Yoshi's Island 64* and *Legend of Zelda 64* have revealed in interviews that they plan to release their games at around the time of this year's Show-Formerly-Known-As-Shoshinkai (beginning on November 20th). Nintendo hopes to have a playable *F-Zero 64* to show there, but it looks very unlikely that it will make its late '97 release date... Look for it to anchor Nintendo's 1st quarter '98 line up instead. *Kirby's Island* is also said to be straddling that fine line between a December and January release.

In the long range report, *Super Mario RPG 2* has finally started development and should be out by the end of 1998. *Jungle Emperor Leo*, which is slated for a spring 1998 release, is still shroud in secrecy. No screen shots have been shown, and no interviews have been allowed.

The 64DD looks to be coming around March, with three to five launch titles. *Mother 3* (which has officially been titled *Earthbound 64* in the US) will definitely be among them. Other hopeful launch titles include *Mario Paint 64*, *Sim City 64* (in which you can also play a Pilotwings-esque flight sim that lets you fly around the towns you construct), and *Pocket Monsters 64*. One other new title that is now being talked about as a launch title is a Tamagotchi-style game that is currently going by the name of "*Cabbage*." Apparently this game has been in the planning stages for something like five years, and is just now being finally produced. *Zelda 64 DD* definitely will not be a launch title, and is looking more like Fall '98 now. A *Pocket Monster RPG* for the 64 DD is also in the works, but *Fire Emblem 64*, which was announced many months ago, has yet to even begin development. And that's all the 64DD titles that Nintendo of Japan has officially announced. There is one other title, that might even be a launch title, that Nintendo has yet to announce.

Shigeru Miyamoto has revealed that he and a few other programmers are messing around with new ideas for *Mario 64-2* (let's hope they think of a catchier title), and may even be able to release it next year! He wouldn't comment on whether it will be cartridge of 64DD, but he did promise that you'd be able to play as Luigi this time.

for Mogs, Bombs, and familiar call spells to round out the cast. While none of the *Mysterious Dungeon* games have been released here, they're incredibly popular in Japan, and are very critically acclaimed.

The second title is *Xenogears*, a sci-fi action RPG that seems most similar to *Chrono Trigger*. The game features 3D polygon-rendered overhead maps, and real-time polygon dungeons on which up to three hand-drawn characters fight hand-drawn and pre-rendered enemies in *Chrono Trigger*-esque battles. There also appears to be 3D real-time fighting elements (!?) in which your characters ride in "Gears" (robots) and fight monsters and other Gears. No one's sure exactly how these will be integrated.

The name may sound familiar to *FFVII fans*. If you talk to Cloud when he's in the wheelchair in Mideel four or five times, he'll start babbling about "Xenogears" (unfortunately mis-translated as "Zenogias" in the American version), evidently a little in-joke for the Square staff. In previous issues I may have mentioned that over a year ago Square ran staff-wanted ads, which featured character, enemy, and location designs from an as-of-yet unannounced game. This would appear to be that game. A second version of the ad featured design documents from what was apparently a new *Seiken Densetsu* (*Secret of Mana*) game, which leads me to believe *Seiken Densetsu 4* will be Square's next game announcement... *Xenogears* is due for release in Japan this winter, and will be two CDs.

Also announced is *Final Fantasy VII: International Version*, coming to Japan in convenience stores only. It's basically the English version of the game (in Japanese), so now the Japanese can play a version with the new Weapons and cinemas of the English version. It will come with a special fourth disk containing walkthroughs, design documents, sketches and the like, as well as a special mode for viewing the 3-D objects in the game such as characters and weapons.

Konami's Castlevania, VandalHearts Coming To Saturn

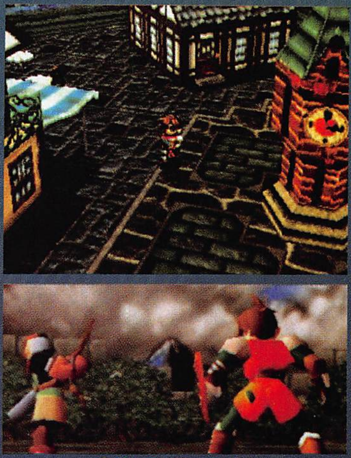


Maria: Playable in the Saturn Version?

Konami has announced that *Castlevania: Symphony of the Night* and *VandalHearts* are being translated to the Saturn. Release dates on both games are unknown, but both development teams plan to add new elements in the Saturn versions of each game. The *VandalHearts* team, for example, plans to add more hidden maps, and a new FMV intro and ending. The *Castlevania* team has not announced what they will add (they'll see how much time they have left over once the game is translated, they say), but gave *Castlevania* fans a hint when they acknowledged that a lot of people were disappointed that they couldn't play as Maria in the PlayStation version. Konami's other major RPG, *Genso Suikoden*, is also in the process of being translated for the Saturn. No American release is planned.

Three Part Shining Force III Project Announced

Sega has reunited most of the original *Shining Force III* team (whose members have split into the companies Climax, Max, Matrix, Sonic Software Planning, and Camelot) to revive their popular MegaDrive *Shining Force* series, which has not had a new release in over four years.



Shining Force III

Now it's about to get not one, but three. Sega's ambitious plans call for releasing the first *Shining Force III* "Scenario" in December, and the 2nd and 3rd scenarios coming three and six months later, respectively. Each scenario will be a complete game and retail for only 4800 yen (a little over $40). Each scenario will have different characters but take place in the same world at the same time. Information about each scenario will be saved to your Saturn's internal memory, and your actions in each scenario will have various effects on the later scenarios.

As you can see, the game features a *Grandia*-like world, with many towns. No shots of the actual battle scenes have been shown yet, but the battle animation scenes clearly feature polygon characters. We hope to have more details next issue.

Other New Game Announcements



Granstream Saga

*Tamagotchi*s, those loveable digital pets that are all the rage these days, are branching out. A GameBoy version of *Tamagotchi* is already available, a version for the Nintendo 64 comes out in December, and Saturn and PlayStation versions have also just been announced. Exciting.

Among the new PlayStation games that Enix will be showing at the Tokyo Game Show (full report next issue) are *Star Ocean Second Story*, the sequel to the beautiful title that was the Super Famicom's last major RPG epic, *Bust A Move* (no relation to the puzzle game that has that name in the US), a "Dance Battle Game" (seriously), *Astro Noka*, a post-apocalyptic terraforming Simulation (or something like that), and *Eggs of Steel*, an "Egg Action Game" being co-developed by the famous CG house Rhythm & Hues (I'm still being serious). If you think their PlayStation line-up is heavy on the fruit, check out *Ninpen Manmaru*, their newest Saturn "Penguin Ninja Action" game.

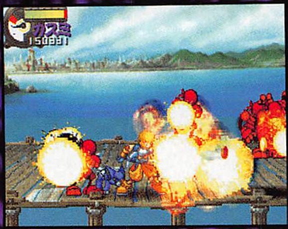
Sakura Taisen 2 has been announced for Saturn, a no-brainer considering how well the first one did. Sega's aiming to make this their first million-selling original game on the Saturn. It comes out early next year and features two new characters and twelve all new episodes of opera singing and military strategy set in the mid-1920s.

Sony Computer entertainment has a new 3D action RPG coming out by the name of *The Granstream Saga*. The big excitement here is that the game is being made by former members of Falcom's *Y's* team. The game is due in November and features animation by the same studio that did *Ghost in the Shell*.

Capcom has announced *X-Men vs. Street Fighter* and *Vampire Savior* for the Saturn. Both will use Capcom's upcoming 4-meg RAM cartridge (a significant improvement over the 1-meg RAM cartridge that is currently available). In the same announcement, Capcom's development chief hinted that *Street Fighter III* would be soon to follow.

JAPAN NOW

Developer: Fill in Cafe • Publisher: Banpresto • Format: CD • # of Players: 1-4 • Difficulty: Easy • Available: Now (Japan)

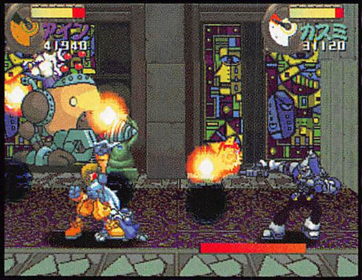



パンツァーバンディット
PANZER BANDIT









Looking back to when 32-bit was still all new and shiny—when original ideas flourished, it seemed that we would never again need to worry about shameless rip-offs and the like. Alas, that stance lasted for all of a couple of months until *Gunner's Heaven* showed up, paying 'homage' to *Gunstar Heroes*. Almost three years later we're still looking at 'tributes' to various games— we've already featured *Gamera*, a nod to all that is *Panzer* (again, can't touch it's 'source' material), and here's the most shameless and blatant 'tribute' yet: *Panzer Bandit*.

Banpresto's latest is an almost exact copy of Treasure's *Guardian Heroes* (*GH*). From the multi-line combat system, to the insane juggle-crazy combat, this is the PS version of *GH*. You pick one of four characters and go on various romps through a half medieval, half-futuristic setting, beating the snot out of everything that comes across your path. The main difference being most of the heroes are anime chicks (Shidoshi is having spasms of joy). Basically they took away one line (there is now 2) of combat and changed the various characters in the game—that's it. If you're going to 'borrow', I guess you should 'borrow' from the best.





The question now: Is it any good? Well, I don't like shameless rip-offs, but in this case at least they did a good job. This game is pure, unadulterated madness! It's addicting and it's a great multi-player game—exactly like *Guardian Heroes*. While it never reaches the levels of insanity that *GH* does (not much ever will), it still manages to hold its own in every area. Nice anime-style characters and some decent lighting effects, along with massive (we're talkin' nuclear-style) explosions make this game a joy to play. Heck, even racin' man Reubus couldn't put the pad down!

If you want to play a really hot side-scrolling actioner (& only own a PS) this is the game for you. While the music does need a little work, the Treasure-'inspired' gameplay will have you playin' 'til the sun comes up, or until your hands are so blistered medical attention must be sought.

ヴューポイント
(VYUPOINTO)

GRAPHICS•CONTROL•PLAY MECHANICS•MUSIC ORIGINALITY•TOTAL SCORE (BEST BEING 50)

TITLE	DEVELOPER	DIST.	RATING	G	C	P	M	O	TOTAL
Metal Slug	SNK	SNK	PG	G-9	C-9	P-7	M-8	O-7	40/50
Terra Cresta 3D	Nichibutsu		G	G-7	C-8	P-5	M-6	O-6	32/50
X2	Team 17	Ocean/Capcom	G	G-9	C-8	P-7	M-9	O-7	40/50
Panzer Bandit	Banpresto		G	G-9	C-9	P-7	M-9	O-7	41/50

THE RATINGS: G- SAFE FOR ALL AGES AND SPECIES. PG- SUGGESTIVE AND PERHAPS JIGGLY, BUT NO NUDITY. R-NUDES, FREAKY AND/OR GENERALLY NIGHTMARE-INDUCING SITUATIONS.










An arcade-perfect version of a sprite-packed 2D action game... on the PS? Well, pretty much, yes. Twice per level the action stops momentarily to load what's ahead but otherwise this is a respectable version of *Slug*. What's even cooler though are the bonus games awarded for winning and the amazing, superlative art galleries that open up! If you're a *Slug* fan without a Neo•Geo, do pick up this great version for your PS.

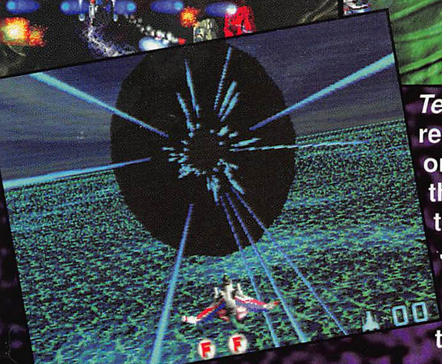






In case you haven't noticed... Shooters are back! You have NEVER seen rendered graphics like this. Insane animation, phenomenal techno music, and super challenging gameplay await those with the mettle to take on Team 17's latest. *X2* also features some of the most intense bosses in video game history. Acclaim had the rights to this fine shooter, but reportedly dropped it at some point... huh? Shoulda dropped Batman 4never and kept this baby! This one's definitely worth adding to your import quiver.







Terra Cresta returns! After an almost 15 year absence it's ready for the '90s. Featuring 3D graphics (ala *Raystorm* on PS), and a rockin' soundtrack this game aims to take the crown for 3D shooters on the SS. So was it worth the wait? Well, not unless you're livin' in slow-mo. *TC 3D* has some nice lookin' polys but overall it's a slow moving and much too easy SS shooter. Much like *Xevious 3DG*, video games do not necessarily get better with age. Well, at least not tired old shooters.





真説 サムライスピリッツ 武士道烈伝



SAMURAI RPG

In the time between Shinsetsu Samurai Spirits: Bushido Retsuden's original announcement for the Neo•Geo CD and its actual release, it lost one of its original three scenarios, was ported over to two other platforms, and three other Samurai games have come out. It's been a full year and a half since its originally announced release date. And, incredibly enough, it's been worth the wait... at least for me. Some may look at its hand-drawn graphics and balk; it's the wholly unfounded "How-can-I-play-any-RPG-after-FFVII" syndrome at work. Personally, I think the overhead field graphics in Samurai RPG are second to none as far as next generation, hand-drawn RPGs are concerned. Have you seen anything that looks that much better than this on the Saturn or PlayStation? (Speaking of the SS and PS: The reason you're not seeing an infobar on this layout is that this review will cover all three versions of SS RPG, but all these shots are from the Neo•CD ver.)

SNK has admirably crafted a decent story using SS1 and 2's minimal storylines as a basis, introducing tons of new characters (even an all-new party member complete with moves, Reon) like Sieger's wife Victoria, Wan-Fu's brother Wan-Long, and Chona Chona, the lad who made Cham Cham's gloves, boots, ears and tail. There are two scenarios, either of which can be played first, and the last boss of each is Amakusa and Mizuki, respectively. Plans for a third scenario, apparently well underway, were dropped. Even without it, however, SS RPG is a good 30-40 hours long, 3/4 of that time taken by the Mizuki scenario. Comparing the Mizuki chapter to the Amakusa chapter is like comparing an RPG sequel to the original - it's that much better. Many

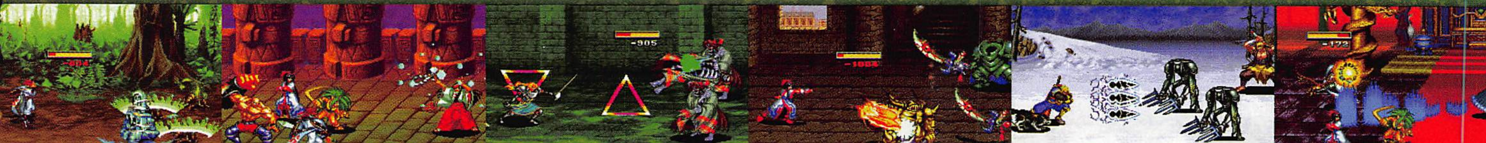
NEO•CD, PS & SS COMPARISON

Although these shots don't tell the whole story, the differences between the three versions of Samurai RPG are many; read the review for a listing. Notice the lack of certain details in the Saturn and PlayStation versions, such as the cat, drying herbs, and bucket.



SHIPPU-NO-REON
SAMURAI RPG
ORIGINAL KENSHI







will begin playing the Amakusa chapter and think that it's all Samurai RPG has to offer, which is unfortunate. Whereas Amakusa's chapter takes place entirely in Japan and is quite easy, Mizuki's will take you to China, France, America, Green Hell and beyond, has major to better-than-minor roles for every Samurai character ever (most will join your party for major boss battles at some point) except Kazuki, Sogetsu, and Shizumaru and is far longer and much more difficult. This is what you pay for.

Samurai RPG's battles rock with skill: Every enemy is animated, most quite well, and all special moves, of which each character has several not seen in any other Samurai, have to be done with controller motions (if you want to flaunt your girlish ways, however, set the special moves to command select). And, wonder of wonders, they don't load! ...unless you're playing a Saturn or PlayStation. These versions are respectable, especially the PlayStation version: It loads way, way faster than the Saturn version, has music that far surpasses the original's twangy, *very* Neo•Geo tunes, and has transparent text boxes. Regardless, however, both 32-bit versions lose plenty of animation and background details and the battles load, but gain added and tweaked dialogue, character idle animation, and an original feature for each: On PS, 12 original mini-quests for each sub-character, and for the SS a character Q&A mode at Kuroko's bar.

Well, room is rapidly running out. If you're a Samurai fan, I think you'll love SSRPG, but be warned: The loading is terrible, especially on a non-CDZ Neo•CD. Pick it up now, because unless someone brings over the PS version, (please!) it ain't never coming to the western hemisphere.

\- Nick Rox



NEO•GEO CD ONLY MINI SHIZUMARU RPG

Think SNK doesn't care about the Neo•CD owner? After completing either scenario, a new option opens up on the title screen. This is a bonus mini-RPG, taking place entirely in the town of Kyo. You play as Shizumaru, and depending on your responses to Nicotine at the beginning of the game, your entire course will change. (And I mean *really* change; two possible outcomes are trying to be Athena's singing partner and going up against Zankuro.) Several SNK characters make cameo appearances, as you can see here, and this mini-game even parodies Evangelion! Respect is demanded!



AT LEAST FIVE DIFFERENT ENDINGS!



IF HUMANS DON'T WANT ME . . .

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. . . WHY'D THEY CREATE ME?



AnimeFan

NEON GENESIS EVANGELION

Genesis 0:8

Um, first, an apology. Last month I said we'd be reviewing the dubbed version of Genesis 0:7, as well as the dubbed and subbed versions of Genesis 0:8. I lied. But I didn't mean to, I swear! We thought that A.D.Vision would have had preview tapes ready, but they weren't. In any case, look for a review of the dubbed version of both next month... we promise, with Yebichu Beer and UCC Coffee on top! And now, the review of the subbed Genesis 0:8.

Genesis 0:8 contains the episodes *"Lies and Silence/Those Women Longed For the Touch of Others' Lips, and Thus Invited Their Kisses"* and *"A Mortal Disease/Splitting of the Breast."* Episode 15 is strictly character interaction, no fighting, and serves as an emotional bridge between the previous angel-battling episodes and the harrowing, searing drama that is Episode 16. In 15, you'll learn more about Kaji, Misato and Ritsuko's past together, witness Shinji and Asuka's first kiss, as well as an uncomfortable trip to Shinji's mother's grave with his father.

The real attraction here is Episode 16, widely considered to be one of the best, if not *the* best episode in the series. A mysterious new Angel appears, emitting an orange pattern rather than a blue one. An overconfident Shinji is sucked into a "Dirac's Sea," a type of negative space generated by the Angel. He has only sixteen hours of life support. While inside this negative space, Shinji takes an introspective journey inside himself and we get to see just how messed up he really is. This episode also raises a number of disturbing questions (many of which simply never get answered during the course of the series, unfortunately). Saying any more would ruin the episode for you, but please, do NOT miss this episode.

AF Review

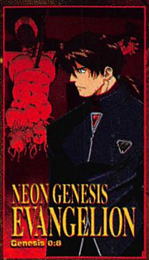
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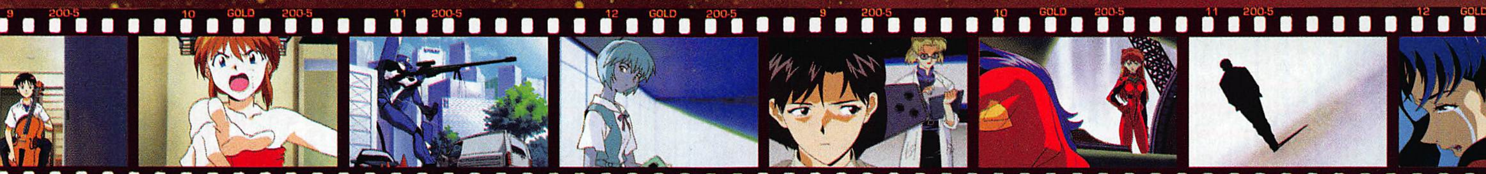
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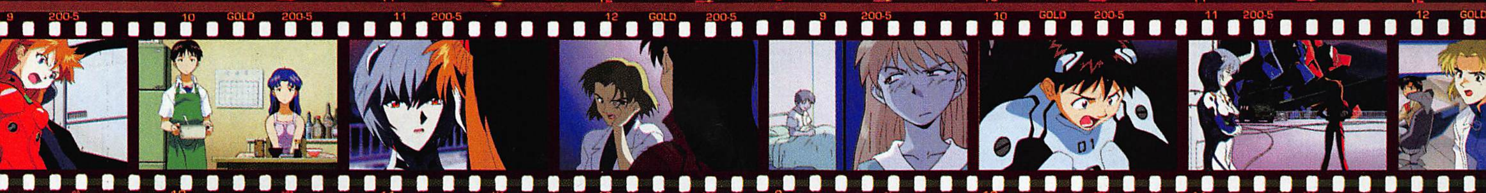


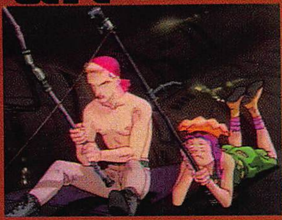










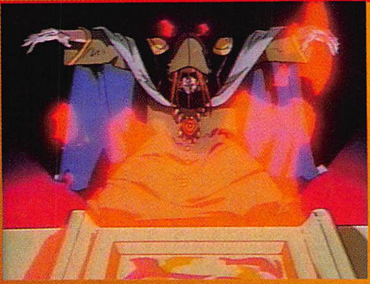
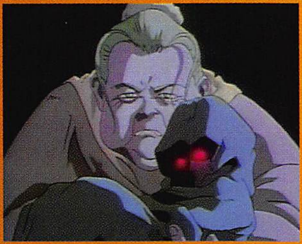






Ellcia, the ship of God, has now been revealed. In a fierce battle for its control, the female pirate Eira takes claim of it, and comes to find out that she is the one chosen by the gods to rid the world of the evil Megaronian Empire. Thus opens volume 3 of Ellcia, and Eira is in a state of confusion, the weight of the situation full on her shoulders. Is she, and her crew, strong enough to bring down such a vast kingdom? In order to have a chance, they find out that they must unlock the three seals put upon the ship by the gods. By traveling to three separate islands, and asking each god for its blessing, they can give the ship Ellcia the power of underwater travel, flight, and intense firepower. But the king of Megaronia won't stand for this, and sends everything that he has to stop Eira and her crew.



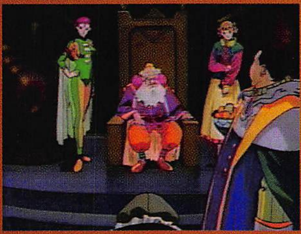
I was surprised after watching the first two volumes, and now I am even more impressed. The storyline is really getting deep, and some of the comic aspects seem to be slowly burning off to make way for the growing seriousness. Ellcia really is a quality title... what may seem like a bit of fantasy fluff on the outside has a plot and characters better than most other series I've watched lately. Combine that with gorgeous animation and high-quality music, and you've got one of the most worthwhile, over-looked, under-rated titles to come along in quite some time.

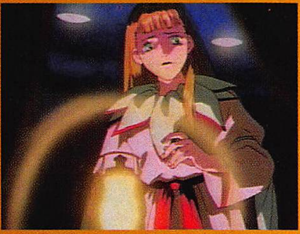



AF Review

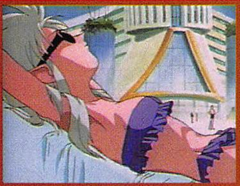
animation / dubbing / story / music (F D C B A)

B+





The antics of *Tenchi Universe*, the first TV series based on the story of Tenchi and his companions, continue in *Space Collection II*. Still roaming deep space in Yagami (Mihoshi and Kiyone's spaceship), the crew are still on the run from the Galaxy Police, labeled the "most wanted criminals in the galaxy." This time around, they have to deal with their hunger as Ryoko takes forever to bring them back food, Sasami disappearing when she meets a young ghost named Mirei, and Yagami being stolen by two teenage punks! What can I say... I love *Tenchi Muyo*. There's just something about everything here, the characters, the story, the humor, the music—all of it comes together to form a fabulous series that is one of the best there is. *Tenchi Universe* has more of a lighthearted feel when compared to the original OAV series, but I think it's just as good. Its animation quality is extremely high, and the characters seem a little more developed, more personable, more three-dimensional than they were in the OAV. And, of course, the English voices. *Tenchi*'s voice actors, in my opinion, are so good that I will ONLY watch the dub version (that, for me, is quite a statement). Sure, they're a bit rough sometimes, but they care about the characters, the part that they are playing, and it comes through in their voices. If you're a *Tenchi* fan, you already plan to pick this up. If not, you owe it to yourself to see this series.








AF Review

animation / dubbing / story / music (F D C B A)

A+



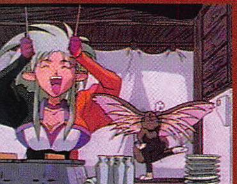
Hot from TV Tokyo here comes *El Hazard* in its 3rd incarnation. This all new made-for-TV version is just getting underway, so those with a thirst for the wacky lighthearted antics only anime can provide, apply within. *El Hazard* is drawn and colored splendidly and the animation, for TV, is way above average. Episode one finds our initial cast of 4 being sucked into a parallel world where humans and insectoids live in contrast, this after Jinnai (class prez, total freakazoid) freaks out and sends Makoto's latest invention into some sort of electrical meltdown. Makoto's always seemed to outshine Jinnai ever since they were little kids and now Jinnai has begun to totally snap! The Shinonome high school is the launching point but now how do they get home? Find out when Anime Fan reviews quest 2 in the coming months!

AF Review

animation / dubbing / story / music (F D C B A)

B











TO SAVE MANKIND,
HUMANITY MUST EMBRACE THE DARKEST OF SAVIORS!
NEON GENESIS
EVANGELION
In the year 2015, over half of the earth's population is dead, victims of attacks by beings known as Angels. In an effort to save mankind, the human race must place it's trust in the giant, bio-mechanical evangelions. Piloted by a handful of teenagers, these fierce avatars must battle the Angels in bloody hand-to-hand combat. Biblical prophecy, savage human drama and blistering hi-tech battle collide in the multiple award winning Neon Genesis Evangelion.
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"Neon Genesis Evangelion combines high-tech combat, "x-files"-like conspiratorial mysteries and a searing psychological realism in its characters, to make what is unquestionably the hardest hitting TV anime show of the 1990's"
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AnimeFan Monthly Top 5

Reader's Top 5

1. ______

2. ______

Here's where you come in!

That's right anime fans! It's time to speak up and let us know what you're watching! List your top 5 favorite animes and send it in, attention Anime Fan! As always we wouldn't dream of asking you to go to all the trouble of writing, mailing and stamp-licking for nothing! With every entry (one per person per month) we will enter you in our bi-monthly drawing for the very cool 20-inch EVA model pictured below and Evangelion 1 thru 6!! Two additional prizes will be given away each month. 1st prize - a complete set of Burn Up W anime and a cool Burn Up W T-Shirt and 2nd prize - a set of Devil Hunter Yohko anime courtesy of AD Vision!



E Storm

1 Evangelion
2 Venus Wars
3 Ghost in the Shell: Special Edition
4 Saber Marionette J
5 Burn Up W



Shidoshi

1 Tenchi Muyo!
2 Evangelion
3 Ah! My Goddess!
4 Gunbuster
5 The Hakkenden



Nick Rox

1 Shinseiki Evangelion
2 Tenkuu no Escaflowne
3 Ouritsu Uchuugun
4 Fushigi no Umi no Nadia
5 Shinpi no Sekai El-Hazard





WIN!

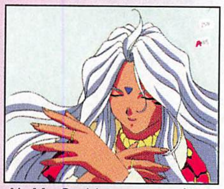
Win Your Very Own, Personal EVA-01

To register simply send your top 5 anime picks along with your name, age, and address to: Anime Fan Top Five, 5637 Clareton Drive Ste. 210, Agoura Hills, CA 91301 Grand Prize: EVA Model (the big purple one) and episode 1-6 of Evangelion. 1st Place prize: complete set of Burn Up W anime and a T-shirt. 2nd place prize: set of Devil Hunter Yohko anime. For a **free** AD Vision catalog write to: AD Vision 5750 Blintiff #217 Houston, TX 77036. No purchase necessary, void where prohibited, yada, yada, yada



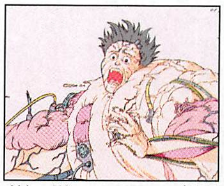

Sleeping Beauties?
Little Mermaids?
Petite Princesses?
SN'T IT ABOUT
TIME WE HAD AN
NIMATED HEROINE
WHO CAN KICK
SOME ASS?
DEVIL HUNTER
Yohko
Different Kind Of
nimated Heroine...
.A whole new kind
f Animation!
e's young, she's beautiful and she's literally
tter than Hell! DEVIL HUNTER YOHKO,
ourge of the forces of darkness and star of
e wildest series of animated videos to ever hit
me video! With five new sizzling English
bbed versions, this sword-swinging
orcist is ready to go thermonuclear!
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DHY 2,3 & 4-EVER
(2&3 English, 4-Ever Sub)
Approx. 90 min.
DHY 5
English
Approx. 45 min.
DHY 1
Subtitled
Approx. 50 min.
DHY 2&3
Subtitled
Approx. 60 min.
DHY 4-EVER
Subtitled
Approx. 30 min.
DHY 5
Subtitled
Approx. 45 min.
DHY 6
Subtitled
Approx. 45 min.
vailable at all:
SUNCOAST
MOTION PICTURE COMPANY
Devil Hunter Yohko 6 English Version Coming Soon!

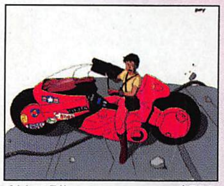

3x3 Eyes **$175**


Ah My Goddess **$150**


Akira **$250**


Akira (2) **$250**


Akira (3) **$250**

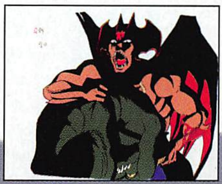

Akira Bike **$500**

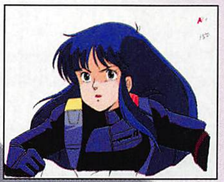

Armitage III **$150**

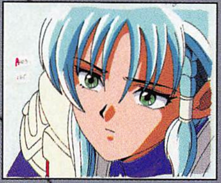

Bubblegum Crash **$225**

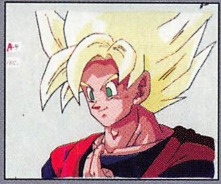

Detonator Orgun **$85**

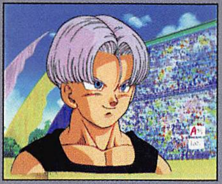

Devil Man **$150**


Devil Man (2) **$90**

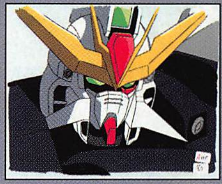

Dirty Pair **$150**

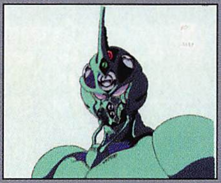

DNA² **$125**


Dragon Ball Z (2) **$125**

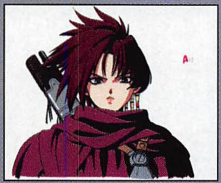

Dragon Ball Z (3) **$300**

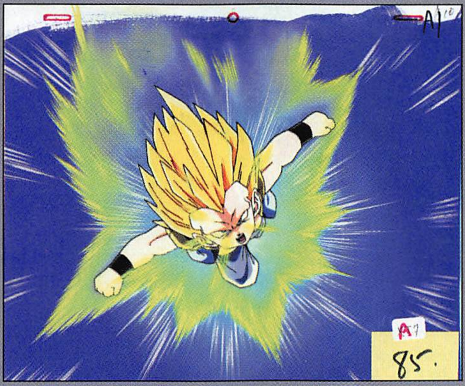

Escaflowne **$200**


Gundam **$80**

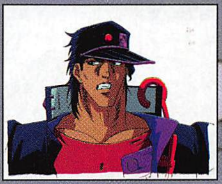

Guyver **$100**


IR IA ***Call***


IR IA (2) ***Call***

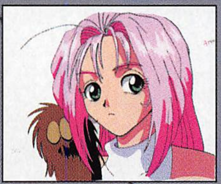


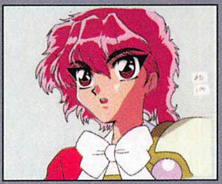
Dragon Ball Z **$85**


Jo Jo's Bizarre Adventure **$60**

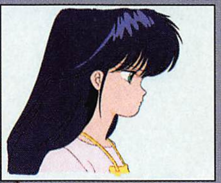

Fight! Iczer 1 **$135**

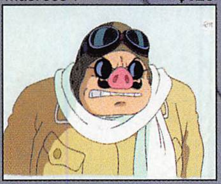

Macross **$400**


Macross 7 **$125**


Magical Knight Rayearth **$100**

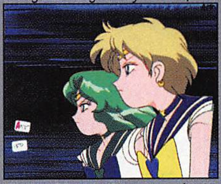

Nuku Nuku **$100**


Kimagure Orange Road **$150**

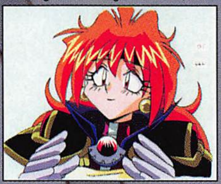

Porco Rosso **$225**


Ranma 1/2 **$150**

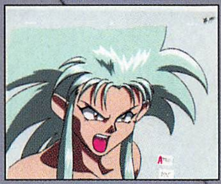

Sailor Moon **$85**


Sailor Moon (2) **$150**

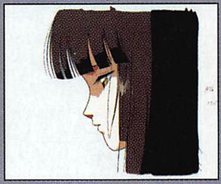

Saint Seiya **$125**


Slayers **$125**


Tenchi Muyo **$125**


Tenchi Muyo **$175**


Urusei Yatsura **$150**


Vampire Princess Miyu **$135**


Yotoden **$135**

Classic Anime
Astro Boy
Kimba, the White Lion
Gatchaman (G-Force)
Princess Knight
Mighty Orbots
Speed Racer
Galaxy Express 999
Captain Harlock

O.A.V., T.V. & Movie
Akira
Angel Cop
Armitage III
Ah! My Goddess!
Appleseed
Battle Royal High School
Black Magic M-66
Bubblegum Crisis
Bubblegum Crash
Blue Seed
Bastard
City Hunter
Cleopatra D.C.
Cobra
Cyber City Oedo 808
Cyguard
Cutey Honey (TV)
New Cutey Honey
Dangaioh
DNA
Dirty Pair
Dirty Pair Flash
Dragonball Z
Detonator Orgun
El-Hazard
Fatal Fury
Fist of Fury
Gall Force Eternal Story
Gall Force Earth Chapter
Ghost in the Shell
Rhea Gall Force
Gundam 0083, F-91, MS08
Gundam Victory & Wing
Zeta Gundam
Double Zeta Gundam
Char's Counterattack
Hakkenden
Iczer / Iczerion
Iria
Kabuto
Kimagure Orange Road
Kishin Heidan
Legend of Lemnear
Landlock
Lodoss Wars
Macross / Robotech
Macross 2 & 7
Macross Plus (Coming Soon!!)
Midnight Eye Goku
Maison Ikkoku
Mighty Birdy
Miyazaki / Studio Ghibli:
Kiki's Delivery Service
Porco Rosso
Shonen Conan
Moldiver
Marmalade Boy
Ninja Scroll
Nuku Nuku
New Gatchaman
Orguss 1 & 2
Patlabor (OAV, TV & Movie)
Project A-ko
Ranma 1/2
Street Fighter (TV & Movie)
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OTHER STUFF

CAPCOM UNOFFICIALLY ADMITS N64 DEVELOPMENT...

The PR director of Capcom Japan, Junichi Nagai, finally confirmed that several teams are working on games for the N64. Included in this new batch of softs is a hot puzzler that was being talked up at E3 by Mr. Okamoto (ex- Capcom Head of Develoment Manager). It's currently in development over at Blue Sky Software (creators of the original *WSB* and *Vectorman* on Genesis). The big news from Capcom, however, is the likelihood that the N64 will get its own version of *Street Fighter*. It's likely, though, that it will make an appearance on the 64DD due to Capcom's balking at the high price of carts—seems they remember the *Super SF2* debacle all too well. While it isn't confirmed which *SF* will make an appearance, it's more than likely *SF3* or the update: *SF3 2nd Impact*. Perhaps more importantly is the word that Capcom is also working on at least one N64-exclusive title. The rumor mill is churning with word on what it could be, but *Bionic Commando* or *Strider* are the likely candidate (I don't care which, but let it be one of them!). Other games in development are the oft-rumored *Ghouls 'n Ghosts 64* and *MegaMan 64* which is said to bring *Mario* to it's knees ...we'll see. In other Capcom news, look for a *Capcom Collector's Edition* featuring *Ghouls 'n Ghosts* as the first to go.

MEANWHILE, UP IN THE NINTENDO 'TREEHOUSE'

I recently had a chance to talk to a friend of mine at Silicon Graphics about what Nintendo has coming down the line in new hardware, and he mentioned that SGI's been working on an upgrade chip, similar to the FX chip, for use in the Big N's 64-bit beast. The new accelerator, code named: FX64, should be able to push 600,000 polygons and is rumored to make an appearance right around when Sega sets the specs for its new 64-bit mega machine in stone. In other news, *Zelda 64* is now up to 256 megs (that's 32 megabytes for the computer literate), which makes it far and away the biggest N64 game ever! *Zelda* will still make a Christmas release this December in the land of the rising sun, but won't see the light of day stateside until late spring, early summer. The main reason for the delay is that the text translation is taking much longer than planned, and hence, a big delay. Some more interesting tidbits include the fact that *Yoshi's Story* (so long *Yoshi's Island*) and *F-Zero 64* will clock in at 128 megs each. *Metroid 64* will make its debut at the Shoshinkai for the 64DD. No word on how far along development is, but we do know that the game is scheduled for a Christmas '98 release (c'mon Nintendo, you can do better than that). Of special interest is the possibility of *Metroid 64* being the first cart/disc combo on the N64. Rare is also keeping busy with work, having just begun on a new 3D corridor game utilizing the *Goldeneye* engine (more deathmatch—bring it on!). There is also this persistent bit of info regarding a possible CG *Donkey Kong Country* movie, produced by Disney and the Big N—much like *Toy Story*, but much better. *Tetrisphere* will not be released in Japan as a cart, rather it will be held back for the March launch date of the 64DD. Also, I recently received word that *Killer Instinct 3* is on its way to the 64DD and the team responsible for *Conker's Quest* will start on the project sometime next summer. The 64DD is still scheduled for a Sept. '98 release in the US, and will include a pack-in game. Apparently, *Donkey Kong 64DD* has gotten the nod as the launch title for the US debut. In some disappointing news, the N64 version of *Tomb Raider* in development has been canceled due to the limitations of the cartridge format.

SEGA SAYS ADIOS 3DFX—HELLO NEC!

In Dural news, Sega recently confirmed that their agreement with 3Dfx has been axed in favor of NEC's Power VR2 board. This 3D architecture is said to push 2-4 million polygons per second at 60 frames per second, not 6 million as has been reported elsewhere. Some of the unique effects capable on Dural include bump mapping, load management (I hope this doesn't mean more fog), phong shading, anisotropic filtering, and nurbs-based rendering. There is also anti-aliasing of textures and edges for every pixel on the screen. The texture size is rumored to be 512x512 (for comparison the PS is 32x32, and the N64 maxes out at 64x64) which not only smashes all other consoles but even Sega's own Model 3 board (128x128). Dural will feature four different resolution modes: 320x224, 512x440, 640x480 (default) and 1024x768, as well as a modem. The CPU will be a Hitachi SH series 128bit at 250 mhz, and will be equipped with a 16x CD drive, 6 megabytes of RAM (minimum), and 4 control ports all for under 30,000 yen ($300). Also, it seems that Windows CE is set as the OS (here come the PC ports). Dural is set for a 4th quarter '98 release in Japan, and there's word going around that we may get it soon after. Current 3rd parties thought to be developing are Core, Shiny, Warp, Konami and Capcom. On another note, Sega will have released 20 first party and 80 third party SS games by the years end in Japan. Sega is also shipping five NetLink games plus an upgraded browser in Japan.

PLAYSTATION QUAKE ALMOST A REALITY!

Get this: GT Interactive is currently in negotiations with none other than programming gurus Lobotomy Software for a PS version of *Quake*. Lobotomy has an engine up and running FASTER than the Saturn version, with even cleaner textures. If the PS version goes ahead it will also feature a split screen two-player mode! Wow! We'll have more details next month. Lobotomy's also knee-deep in development of a top secret N64 title, though not much is known at this time. But if they can do *Quake* on Saturn, just think what they can do with an N64...



These shots of *Burning Rangers* arrived only moments before the issue shipped to the printer, but we just had to share them with you!!!

HERE'S A QUICK LIST OF SOME OF THE NEW GAMES THAT WILL DEBUT AT THE SEPTEMBER AM ARCADE SHOW IN JAPAN:

CAPCOM
Street Fighter III: 2nd Impact
Pocket Fighter: SD Capcom characters fight it out.
Private Justice School (see above text)

KONAMI
Racing Jam SDX: new racer
Tokimeki Memorial: Tell Me Your Heart Seal Version Plus (sticker machine)

SUNSOFT
Shanghai
Astra Superstars: fighter

JALECO
Over Rev Twin: racer directed by Keiichi Tsuchiya
Tetris Plus

SEGA
Virtua Fighter 3 TB
Get Bass
Scud Race Plus
Lost World Super Version
Winter Heat (Decathlete 2)

TAITO
G Darius 2
Putchi Carrot
Psychic Force 2

TECMO
Gallop Racer 2

NAMCO
Air Gaits
Touken Retsuden 3
Super World Stadium
Libero Grande

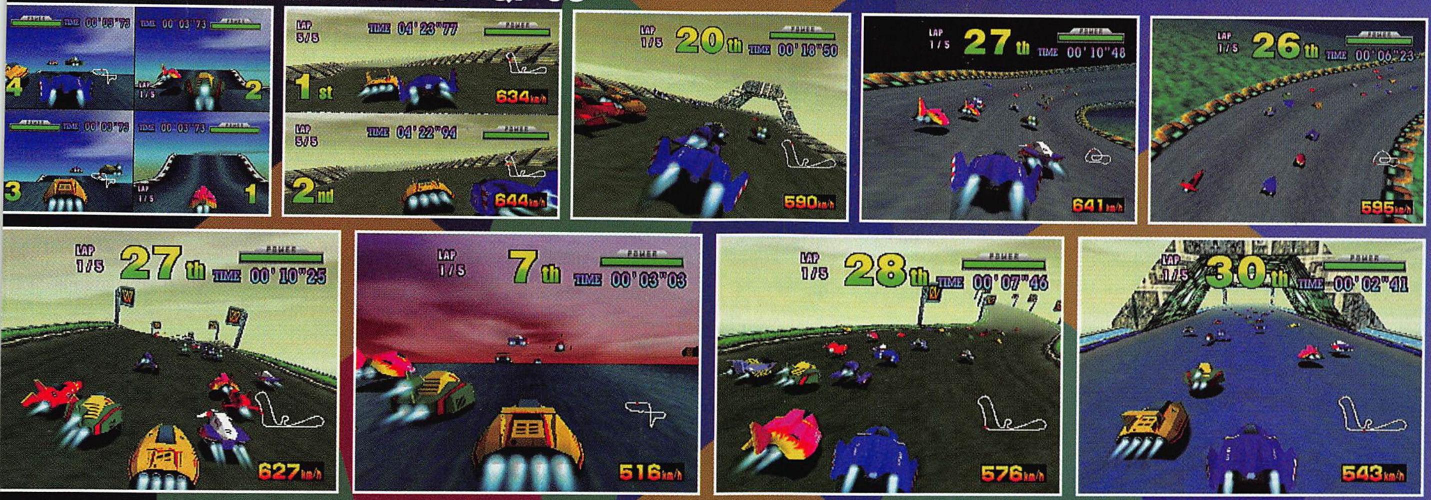
HUMAN
Mysterious Adventure Pharaoh Garden

FINAL ROUND—FIGHT!

- The PS will be $99 by the end of the year. The day after the Sony drops their price, watch Nintendo follow suit.
- *Contra* will debut at the Show-Formerly-Known-As-Shoshinkai for the N64.
- *Tobal 3* is in development for the PS.
- Sega of Japan is working with Fujitsu to create a new online RPG. Titled *Dragon's Dream*, players will use their Saturns to connect to Niftyserve (think AOL, in Japan) over the 'Net. Once connected, players create a character, and become part of a huge fantasy world. Players can interact with other players from all over, explore vast dungeons or a host of other things (*Ultima Online* lookout).
- Capcom has announced *Private Justice School*, a new 3D arcade fighting game. The game takes place inside a Japanese school, with various students battling it out against one another. Each player picks a captain and supporting characters (like in their popular *Vs.* line), and combos and specials are easy to perform. *Vampire Hunter 2* also just recently started popping up on test in Japanese arcades. *SF Alpha 3* is also heading our way early next year.

JAPAN NOW UP TO THE MILLISECOND NINTENDO SUPER SCOOPS... THESE SHOTS CAME IN LITERALLY AT THE LAST SECOND! SORRY IT'S SO PLAIN BUT WE HAD TO JUST THROW DOWN. ALL DATES ARE PER JAPAN. BYE!

F – ZERO 64 • COMING 1ST Q. '98



ZELDA 64 • COMING IN DECEMBER



YOSHI'S STORY • COMING IN DECEMBER



FROM A CAVE DEEP INSIDE AGOURA...



Dear Postmeister,

Let me start off by saying that I am a HUGE *Neon Genesis Evangelion* fan. I know that there is an *Evangelion* game for Saturn in Japan. Unfortunately, I only own a PS and don't plan on buying another system for just one game. So, will this game or a different Evangelion game come out for PlayStation? I sure hope so!

Also, do you happen to know if there is going to be a *Chrono Trigger 2*? Because, in the *FFVII* behind-the-scenes interview with Nobuo Uematsu, he said, "I am working on a new project that I can't discuss at this time." Could this be *Chrono Trigger 2*? Please say it is!

Thanks,
Michael Blaszkowski
P.S. 'Tsuki Ni Kawate, Oshioki Yo!'

Bad news, Michael. Sega owns the exclusive rights to any future console games based on Evangelion. *The only other* Evangelion *games you'll find are for PC. As for* Chrono Trigger 2, *well, Square hasn't announced anything yet, but we did see a 3D model of Marle in a photo at Square's office way back when* FFVII *was announced. We still don't know what Nobuo Uematsu's 'secret' project is, but seeing as the composer from the original* CT *(Yasunori Mitsuda) is now working on* Xenogears, *it's possible that Uematsu san is doing* CT2. *Don't hold yer breath though, it can cause brain damage (Hmmm, maybe that's why I've been yearning for a good game of* Doom*).*

Dear Postie,

By now, everyone in the world either owns a Sega Saturn, Sony Playstation or Nintendo 64. I, on the other hand, own none of these systems. Why? Because when I heard the news about the Hyper Neo•Geo 64, I flipped! I've been a follower of SNK's for quite some time and think their older games still hold up to today's games. I have a couple of questions about SNK's new machine and was wondering if you could help?

1. When exactly will we start seeing games for the machine? Also, when will the machine be released?
2. Will their be a home version of the Hyper Neo•Geo 64?
3. Do you have any specs on the machine?
4. Is SNK planning to make any more of their older titles for their 64-bit machine?

I know I'm jumping the gun since we've only seen a few photos of *Samurai Shodown 64* but I'm stoked about a new machine from SNK! All I can say is: it's about time!

Scott Slicklen,
Hampton, NJ

1. Samurai Shodown 64 *and* Round Trip RV *should be out in Japan by the time you read this. No word on a US release date.*
2. We've heard rumors that a home version may be out in Japan as early as this Christmas—break out the bee..err, milk!
3. Yes. But I don't have the space to print them all. Think 2D monster with hardcore 3D.
4. They stated that they will continue to produce 2D games as well as 3D, though they haven't mentioned any specific titles. KOF '98 *anyone?*

Dear Postmeister,

I have been a videogame enthusiast for the past twelve years and now work within the industry. During those twelve years I've seen some fantastic arcade games which have never been converted properly to home systems. Thankfully, some companies have started to release some of their older titles, like *Outrun* and *D&D Towers of Doom*. I've compiled a wish list of games that would be great on 32 bit. Hopefully you can give some indication on the likelihood of any of these games getting a release.

1. *Ghosts 'n Goblins Collection*—Surely Capcom can see that a compilation CD containing both arcade titles would be a red hot seller.
2. *Commando Collection*—How about arcade perfect conversions of *Commando* and *Mercs*?
3. *Turbo Outrun*—With the original already available on the Saturn, it would be great to see the vastly underrated sequel given the same treatment.
4. *Willow*—I know you'll agree with this one.
5. *Aliens*—It's a travesty this brilliant Konami coin-op hasn't been converted.
6. *Aliens Vs Predator*—I have read some time ago that Capcom planned to convert *AVP*, but have not seen anything recently.

These titles are top of my list, but other games include *Final Fight*, *Carrier Airwing*, *Captain Commando*... In fact ANY Capcom compilation disc! I know GameFan recognizes the value of some of the older arcade games, so perhaps magazines such as yourself can let the likes of Capcom and Konami know that conversions of their classic coin-ops would be much appreciated.

Yours Sincerely,
John Watson
Renfrewshire, Scotland

Oche Aye! A letter all the way from bonnie Scotland. Well John, as far as we know, NONE of the games you mention are being ported to a 32-bit console. The closest Capcom has come to a classics disc is the Street Fighter Collection. *We can only pray that Capcom sees fit to re-release some of their older coin-op classics, like Konami and Namco have—I'm still holding out for a perfect port of* Pong *to the nextgen systems (ed's note: Posty has been in treatment for dementia over the past few months, you can send flowers care of his address).*

Dear Postmeister,

Here are a few Q's I thought only you could answer:

1. I'm not sure if I'm using the correct terms, but what are the advantages of using streamed CD audio vs. redbook audio?
2. At a bargain bin at Toys-R-Us I saw several copies of *SF2CE* for Genesis. What caught my eye was that they were packaged in the new paper boxes rather than the old clamshells. The box art was the same, but on the back it said 'distributed by Accolade's Ballistic label.' Since when did Capcom strike a deal with Accolade?
3. Why haven't add-on RAM carts been released for Saturn or PS over here?
4. Please, PLEASE bring back the Graveyard. I could think of many sleeper hits that need some reviving.

I've been with Gamefan since Issue 5 and you guys have never let me down. The quality of pictures, layouts, news, reviews and editorials exceeds anything any competitor puts forth.

Travis Warren
Jackson, KY

1. Streamed audio allows you to load in game data and play CD quality music simultaneously. It also allows companies to make money (big money in Japan) by selling separate music CDs, since streamed soundtracks can't be listened to on an ordinary CD player.
2. Capcom and Accolade? Weird! Maybe it's a conspiracy. Maybe Capcom is Accolade. Maybe whenever Capcom made a really bad game, they'd release under the Accolade label to preserve their reputation. Sort of a gaming equivalent of an Alan Smithee film!
3. There is no RAM cart for the PS. And Sega won't release the Saturn RAM cart over here because it might increase sales, and everyone knows they want the Saturn to die so they can roll out their new system. Just kidding, Sega!
4. A full resurrection of the Graveyard is in the pipeline. Stay tuned.

Dear Post Toasties,

GameFan magazine is the best thing to happen since the gaming industry started. It's perfect, don't ever change a thing. Now I just read in Vol. 5 Issue 7 that Squaresoft is planning a movie based on FF. Will this be a movie on the PS, or a theatrical release? I also read that *FF8* will be out in 1998. Is this true?

Now on to other things. Has Capcom released any other info on *BoF3* and its release date over here? RPGs rule! Is there any chance that *Arc the Lad 1* or *2* might be translated to English? My last question—after *Ogre*

Battle, is there any chance that we will we see a 32-bit version of *Star Ocean* or *Tales of Phantasia*? Well, that's it for me. So many RPGs to play, so little time.
Michael Vischi
Norwich, NY

The FF movie will be a theatrical release, though Square says it will somehow be related to the story of FFIX. FFIII *should be out by the end of '98. The only way you're going to see* Arc The Lad *is if a third party (like Working Designs) decides to bring it/them over. Look for the sequel to* Tales of Phantasia *on PS before the end of the year, and* Star Ocean 2 *next year. I can appreciate the 'so little time' comment: Ever try to do a full time postal job AND answer all these letters? Think I'm gonna go and get my shotgun cleaned...*

Dear Postmeister,

I would like you to realize before I begin my agenda that your magazine is without a doubt the most reliable, informative and visually superior (thanks to glorious layout designs) out on the market today. Your reviews are fair, your team is relatable (how often do you see that?) and your insights are intelligent. I have been a loyal reader since issue #1, and I'm proud to be a part of the GameFan universe.

However, though you strive for perfection I have some slight accusations that I thought I would bring to your attention.

1. Your *Tomb Raider* review for the Saturn version seemed fairly inaccurate in my opinion. Having owned both (I owned the Saturn version first, then the PS version). I found them to be fairly similar. You should keep in mind that *Tomb Raider* is one of the most visually impressive games yet available for the PS and Saturn and the Saturn version is more than respectable in comparison.
2. I am slightly discouraged by the tremendous amount of attention regarding *FFVII* for the PS. I myself am eagerly awaiting the game, but I am not for a moment baring the optimistical approach that it will be THE greatest RPG of all time. *Final Fantasy* boasts graphics, music and sound, but the character studies and cliches used (with the exception of *FFII*) do not quite live up to the other RPG giants such as *Dragon Quest*, *Y's* or *Lunar*.
3. This next question may seem a tad dated, but I was curious as to why *SF2: The Animated Movie* has been so highly publicized. It was a good movie, but *Fatal Fury: The Motion Picture* was so much better. *Fatal Fury* had better animation, better characters, and a better plot. I am shocked that *FF* has been the underdog in both worlds of electronic games and anime.

I appreciate your time, and best of luck in the future of GameFan
Mark Whelan
Decorah, IA

While I'm all for constructive criticism, I think Mark's letter falls down on a few key points. 1. PS Tomb Raider *absolutely destroys the Saturn version! It has better lighting, cleaner textures, more polygons and a better frame rate. 2. Whether* FFVII *is the greatest RPG of all time or not, it's still an epic, ground-breaking adventure that deserves all the attention it gets. 3. Actually, I agree with you on this one. The* FF:TMP *movie was better than* SF:TAM *(even if it did have a gratuitous Chun Li shower scene). But electronically?* Fatal Fury *a better fighting game series than* SF2*? I think it's time for a Postmeister re-education assignment: go let* FF *demo on your game machine (out of the corner of your eye) and then play* Rise of the Robots *for 24 hrs while catching glimpses of* FF. *Subliminally powered into your brain, you'll never want to play* FF *again after that kind of association. Incidentally, this also works for people that want to diet, quit smoking and cure drug addiction.*

Write to me or I'll run for President!

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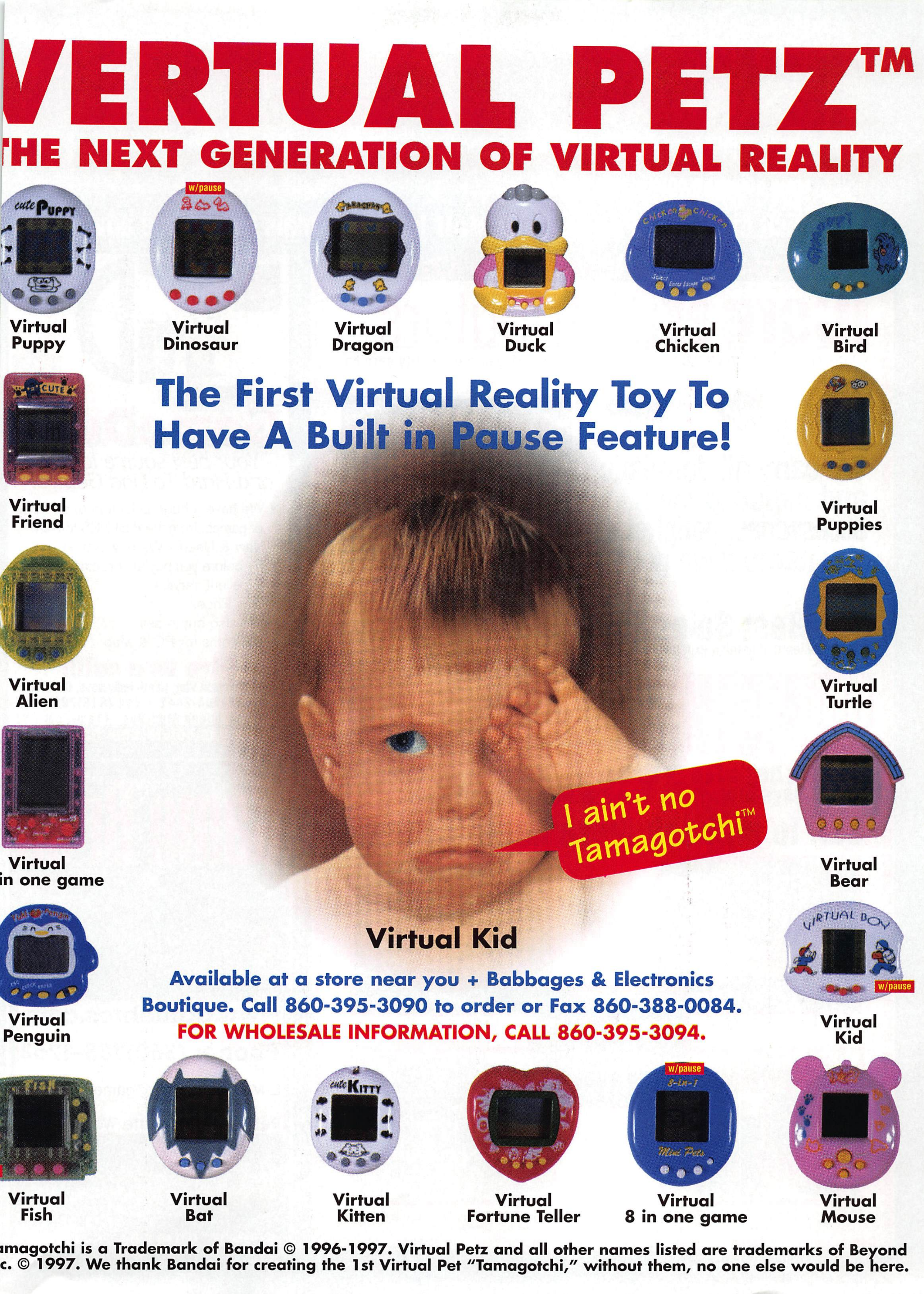
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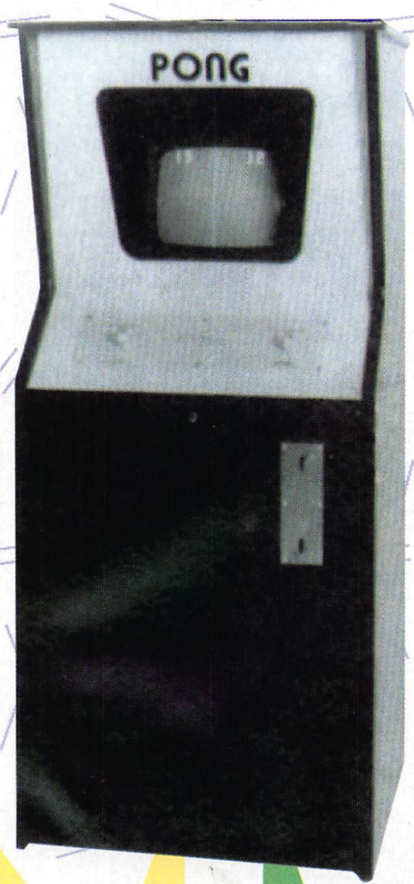
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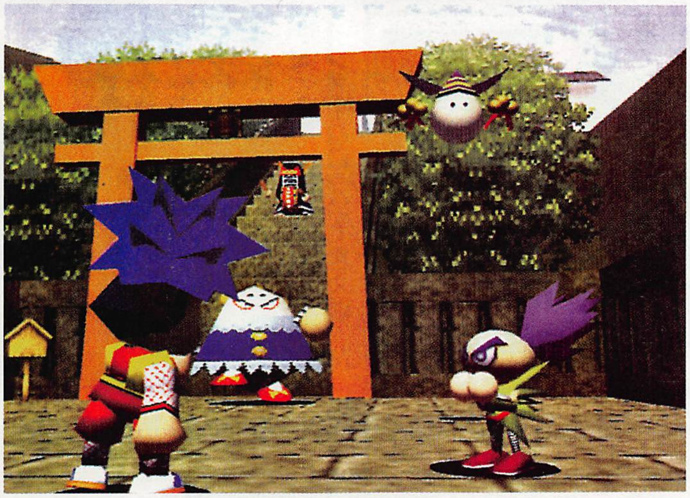
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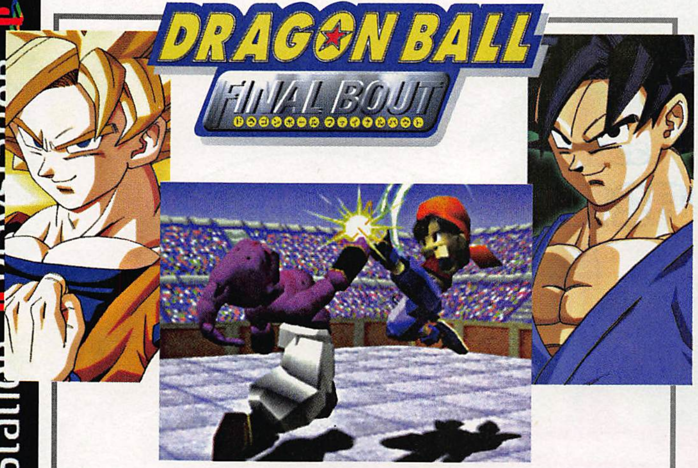
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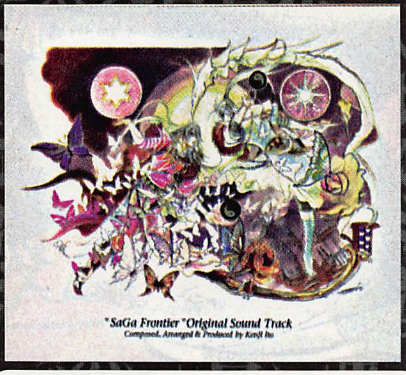
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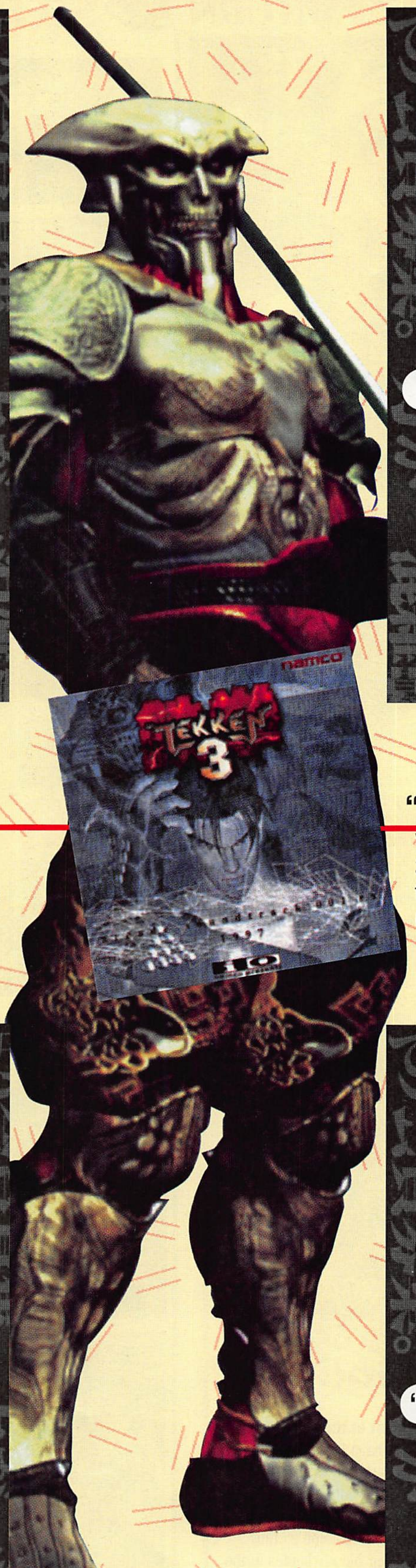
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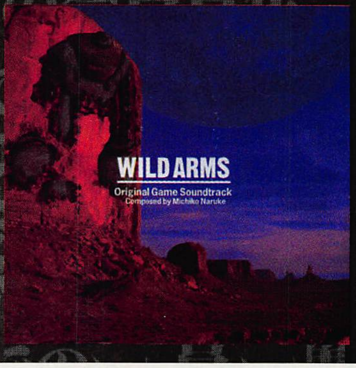
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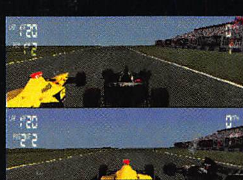

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